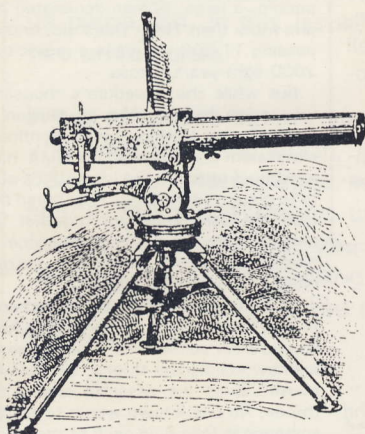


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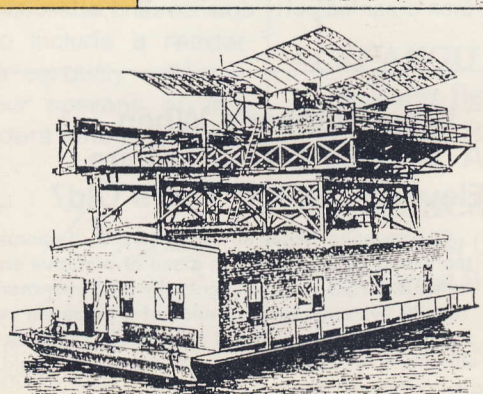
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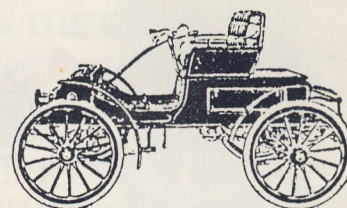
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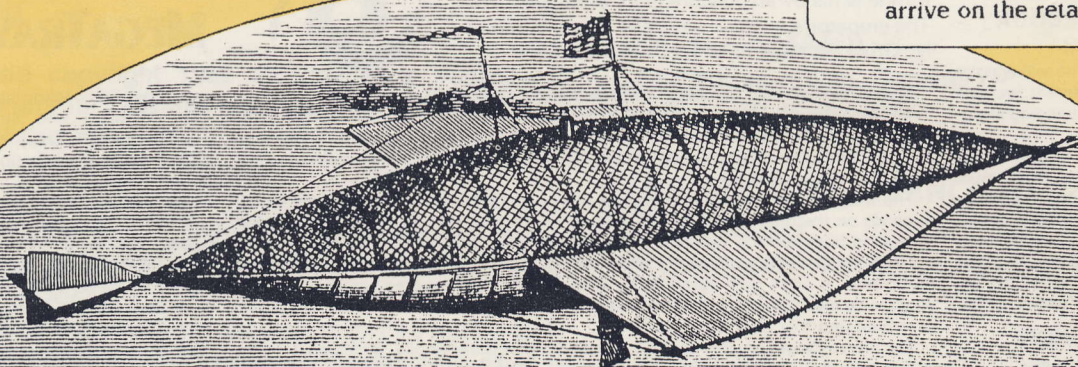
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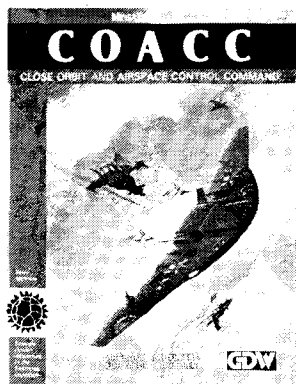


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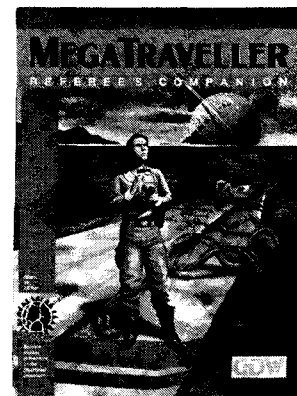
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Now the emperor is dead at the hands of an assassin, with no immediate heirs and no clear successors. The emperor's nephew claims the throne; so does his cousin. Even his assassin claims the throne. No one knows whom to follow; someone is following each of the claimants. Several border regions have lost faith in the Imperium and have declared their independence. A few neighboring interstellar powers, learning of the Imperium's internal chaos, have begun to advance into unprotected frontier provinces.

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Traveller is the name of the overall game. **MegaTraveller** is the name of this rules set, and is used to differentiate it from the 10 years of development and earlier editions that preceded it.

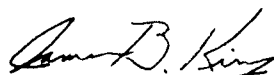


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- WELCOME ABOARD -

In our last issue, I announced that the second half to "Bird of Prey" would be in this issue. Alas, it is not. Due to a career move, one of the writers, John Fernandes (our contributing editor), has been occupied relocating half way across the country. However, I've been assured that part 2 will be completed in time for our next issue. John also tells me he's working on other projects as well. As part 2 of Bird of Prey was for *MegaTraveller* and even included an adventure, it seemed only fitting that a *MegaTraveller* adventure be substituted in its place. So, in this issue, we have not one, but two adventures.

In our efforts to satisfy you, our readers, and give you your money's worth, you'll notice that we've added four more pages to this issue. Even so, space still didn't permit us to include a reader feedback survey. But you are certainly welcome to write to us expressing your opinions of this issue. My thanks to those readers who did so for our last issue.



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Artists in this issue: Phil Morrissey, Allan Hopkins, J. B. King

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Submissions: We welcome unsolicited manuscripts and illustrations. However, before submitting you should write and request a **Voyages** guidelines sheet, including a self-addressed, stamped envelope.

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REBEL JUSTICE

An adventure for *Star Wars*
by James B. King

ADVENTURE SCRIPT

Somewhere in hyperspace, on the way to the Nass Diona star system....

GM: After several hair raising assignments, your team had finally been given an "easy op", a simple task of restocking a wilderness cache with food stuffs. But shortly after you landed on the planet you were to acquire your supplies from, a rebel courier caught up to you. You were given encoded orders to proceed with all speed to Aaricetri, in the Nass Diona system, to kidnap a rogue rebel named Kashiin, before ISB agents got to him. Not only did Kashiin steal a large sum of Alliance funds, he has knowledge of several rebel base locations. It would be a major setback to the Alliance if Kashiin were to fall into Imperial hands. So the Alliance simply has to get to him first. And your team is the only one close enough to try.

1st Rebel: I just don't understand how this Kashiin was able to make off with half a million credits of Alliance funds so easily.

2nd Rebel: Well, the fact is, a lot of rebel operations require putting large sums of money in the hands of small units. Besides, I heard rumor that Kashiin was a trusted courier.

3rd Rebel: I heard the same thing. I also heard that Kashiin is a wanted criminal on half a dozen planets. It seems he's quite a con artist. He sure deceived the Alliance.

4th Rebel: It's a fact of necessity that the Alliance must accept into the fold the likes of bounty hunters, criminals, and ex-cons, who all end up as common enemies of the Empire. That's why we have to nab Kashiin and get him to Calamari, so he can be made an example of in a Calamari court. Otherwise, the same thing could happen again and again.

2nd Rebel: Hey, these types can't be all bad, you know. Take that Solo guy for instance. From what I've heard of him, he's a scoundrel through and through. But he and his wookiee companion ended up as heroes at the Battle of Yavin.

4th Rebel: That may be so, but it's quite a temptation to skip out on the galactic fight for freedom with all that money and live a life of luxury on an Outer Rim world.

1st Rebel: Okay, fine. So we've got to make an example out of Kashiin. What I don't like is the fact that this information was intercepted from an Internal Security Bureau field agent. Those ISB people are bad news. They'll probably arrive to nab Kashiin at the same time we do. And all we can go in with is stun pistols!

3rd Rebel: Naw, according to that rebel courier, the closest ISB team is two days further away than us. We'll have nabbed Kashiin and be gone by the time they arrive.

1st Rebel: Ooohh. Now why'd you have to go and say that out loud....

GM: An alarm beeper on the control panel goes off, telling you that the ship is about to exit hyperspace in the Nass Diona system.

REBEL JUSTICE

EPISODE ONE: PLANET FALL

Summary

In this episode, the players learn the details of their mission and are introduced to the world of Aaricetri. After ordered to effect a parking orbit, they observe the arrival and almost immediate landing of an Imperial Consular vessel. Once landed, they undergo an unusual customs reception. They then make any last minute preparations or quick purchases before going after Kashiin.

Start the Adventure

Use the script at the beginning of this adventure to start play. Assign the parts to the players as necessary so that all parts are read. Feel free to make photocopies of the script, or simply have the players read their parts from the magazine.

Next, hand the players a photocopy of their orders from General Straker, as delivered by the courier, and let them familiarize themselves with it (probably best done by having one player read it aloud to the others).

You are now ready to begin Encounter 1 below.

Encounter 1: Imperial Arrival

The PCs' ship exits hyperspace close in to Aaricetri. Within seconds they are hailed by starport/orbital flight control and are asked if they intend to land. After they respond, the controller instructs them to initiate a parking orbit and standby until earlier arrivals are landed.

Only minutes later, the ship's sensors detect a ship exiting hyperspace not far from their own point of arrival. The PCs just happen to receive the communications exchange between the port controller and the vessel's pilot. Probably to their dismay, they hear the pilot declare that an Imperial ambassador and his negotiating staff are on board. In less than a minute, the Imperials are cleared to land.

About fifteen minutes later the PCs receive clearance to land at docking bay 56.

Encounter 2: The Customs Inspector

As the PCs' ship is setting onto the deck of bay 56, the pilot sees an Aaricetrian standing just inside the bay entrance. Before the whine of the dying sublight drives has fully dissipated, the PCs hear a wrapping on the hatch. When the hatch is opened, the Aaricetrian boards. Read

FROM: GENERAL STRAKER, ALLIANCE SECTOR COMMAND

TO: ANY OPERATIVE TEAM REACHED BY THIS DOCUMENT

DOCUMENT: YOU ARE INSTRUCTED TO PROCEED WITH ALL SPEED TO AARICETRI, THE FOURTH PLANET IN THE NASS DIONA STAR SYSTEM. YOUR MISSION IS TO KIDNAP A SULLUSTAN NAMED REKK KASHIIN, A ROGUE REBEL DESERTER WHO DISAPPEARED THREE MONTHS AGO WITH A LARGE SUM OF ALLIANCE FUNDS. HE CAN BE FOUND AT A FASHIONABLE NIGHT CLUB, WHICH HE APPARENTLY PURCHASED AND MANAGES, CALLED "WILDNITE", LOCATED IN THE HOTEL DISTRICT OF THE STARPORT CITY OF PENSCHAKKA. HE IS RECOGNIZED BY A METAL PLATE SURGICALLY PLACED OVER HIS LEFT EYE SOCKET.

YOU ARE INSTRUCTED TO USE DISCRETION. IT IS OF PARAMOUNT IMPORTANCE THAT YOUR MISSION BE COMPLETED WITH THE LEAST POSSIBLE INCIDENCE. UNDER NO CIRCUMSTANCE IS DEADLY FORCE TO BE USED IF CONFRONTATION WITH LOCAL AUTHORITIES IS UNAVOIDABLE. THE POSITION OF THE ALLIANCE WITH THE GOVERNMENT OF AARICENTRI IS TENUOUS. THE EMPIRE'S POSITION IS NO BETTER, AS THE AARICETRIANS HAVE REPEATEDLY REFUSED IMPERIAL OFFERS OF "PEACEFUL INTEGRATION INTO THE EMPIRE". TO STRENGTHEN THEIR POSITION, THEY HAVE ALSO REFUSED TO ACKNOWLEDGE THE ALLIANCE GOVERNMENT AS LEGITIMATE. ACTS THAT MAY WEAKEN OUR POSITION ARE TO BE AVOIDED WHEN POSSIBLE.

BE ADVISED THAT ALL BLASTER WEAPONS ARE ENTIRELY ILLEGAL IN CIVILIAN HANDS ON AARICETRI, BUT STUN PISTOLS MAY BE FREELY CARRIED.

YOU ARE TO OBEY THIS LAW. YOU MUST MOVE QUICKLY. THE KNOWLEDGE OF KASHIIN'S LOCATION WAS GAINED BY OUR AGENTS WHO INTERCEPTED ISB COMMUNICATIONS. AN ISB TEAM IS TO ATTEMPT A SIMILAR MISSION AS YOURS. IT IS BELIEVED YOU WILL REACH HIM FIRST.

ONCE YOU HAVE KASHIIN, HE IS TO BE TAKEN TO THE NEAREST REBEL BASE. SECURE PASSAGE WILL BE ARRANGED TO TRANSFER HIM TO CALAMARI, WHERE HE WILL BE PROSECUTED FOR HIS CRIMES AGAINST THE ALLIANCE.

END DOCUMENT

aloud the bold section below. Allow the players time to answer between questions. The Aaricetrian speaks in basic with a deep, slurred, but official tone. His "s" sounds are actually pronounced "sh".

"Welcome to Aarishetri. I am inshtpector Leshka of the Shtarport Cushtomsh Offish. Aarishetri law requirsh that you anshwer shome queshtions before being allowed entry to our world. Ahem. What ish the purpossh of your vishit?....What ish the intended length of your shtay?....Are you in any way affiliated with the sho-called Rebel Alliansh?Do any of you sherve in a military or government- tal capashity within the Imperial eshtablishment?.... You are free to conduct your activitish on Aarishetri. You are hereby notified that blashter weaponsh are shtrictly illegal. You may freely carry shtun shidearmsh. Enjoy your shtay."

With that the inspector departs. When the PCs leave bay 56, point out to them that the bay doors have a computerized locking mechanism. The user of the bay is free to input any keycode desired, up to ten characters, that must be used to gain access to the bay. The keycode entered into the lock also registers in the primary port computer, and can be requested at port offices if it is forgotten.

When bay 56 is safely secured, the PCs are free to continue their mission. It is now about mid-evening on Aaricetri, and near dark, so the PCs should want to get to "The Wildnite Club" in good time. First, they may wish to purchase some equipment, including stun pistols if they don't already have them. They'll also probably rent a city speeder (rental facilities are at the port), as Kashii's club is about 5km from bay 56, and there is no fast-mass transit system available, though one is under construction. Speeder rental costs 75 credits per day. (A city speeder is a modified land speeder. Top speed is limited to 150 kph, quite sufficient for city operating. The speeder has bright lights that are directed forward, and has a signal board mounted above the vehicle that signals when the vehicle is slowing or about to change direction.)

If, by chance, some of the PCs have attempted to conceal blasters on their persons, tell them that an alarm goes off when they pass through the bay doors. Security personnel seem to come from every direction (double the number of the group). The whole group is briskly searched and all blasters are confiscated. They are then marched to the security office where police authorities are waiting. They are fined 500 credits per blaster, and warned that any future offense will result in thirty days of confinement. That ought to clearly establish that blasters are indeed strictly illegal. (Gee, heroic missions can be accomplished once in a while without toting flesh-sizzling blasters everywhere our rebel heroes go.)

AARICETRI

Aaricetri is the fourth planet of the Nass Diona star system, a system which lies on the very edge of the Imperial Outer Rim. As such, the planet has only in the last few decades seen rapid industrialization.

The Empire has attempted several schemes to incorporate Aaricetri into the fold, all of which have failed. The Aaricetrians are an indepent people, who fully intend to keep their freedom. It is likely that the Empire will someday use military force to conquer Aaricetri, but, with the pressing demands of fighting a growing rebellion and the recent military fiasco at Calamari, it will likely be some time.

EPISODE TWO: WILD NIGHT EXCITEMENT

Summary

In this episode the PCs find Kashii at the club, but observe him in the company of some humans they'll likely suspect are ISB agents. They first deal with a posted guard, then rescue Kashii from the other observed agents. Before they can escape, the group is ambushed by even more agents. They finally get away, but police sirens are heard.

Encounter 3: Kashii is Found

When the PCs arrive at the club, parking signs guide them into a large, enclosed garage. A valet waiting near a large door offers to park their speeder for them. The PCs might think to refuse and park it themselves, in case they have to make a quick getaway.

When the PCs enter the club, describe what they observe by reading aloud the bold section below.

As you enter, you walk into a large room, lit by hanging strands of glitter lights. The walls are awash with many colors, and as you watch, the hues mix and change, forming color patterns that consantly change. Your eyes are drawn to a one-meter high platform that is about 20 meters across. Five meters above it, a large crowd of assorted aliens is letting loose to intergalactic shake music, aided by the gravity repulsor field that holds them suspended in the air. As you approach near the platform, you are blasted by the suddenly increased sound volume, having apparently passed through a low energy sound wave shield. Continuing on, you see a large area covered in tables. Occupants at the tables are involved in both eating and gambling.

Have each player roll for Search skill (12+) to spot Kashii sitting at a full sabacc table near the far, back wall. Kashii is counting a stack of credit chips, having

apparently just won a game. Standing directly behind Kashiin is a rather large walrus-faced Aqualish (see page 24 of **Star Wars Galaxy Guide 1**) who is obviously keeping close watch on everyone at the table as well as anyone else who approaches close to Kashiin. Before the PCs can take any action, they observe the following.

As you watch, two darkly dressed human males approach the table and apparently introduce themselves, as, after a few seconds, Kashiin rises to clasp and shake hands with them. Involving themselves in cordial conversation, Kashiin, his bodyguard, and the humans walk off to a hallway clearly marked as leading to the management offices. After the four enter the hallway, you observe another human male wearing a commlink enter the hallway a short distance behind them.

Have the players roll for Technology skill. On a successful roll of 14+ the PC recognizes the third human's commlink as a model manufactured for and supplied only to Imperial military procurers. All three humans wear holstered stun pistols.

Encounter 4: A Stunning Showdown

The players should very well suspect that Imperial agents have beaten them to Kashiin, which should spur them to take immediate action. When the PCs take a look down the hall, they see the third human leaning against the wall next to a door marked "Manager", about 10 meters down the hall.

ISB AGENTS

DEXTERITY 2D

Blaster 4D

Dodge 4D

KNOWLEDGE 2D

MECHANICAL 2D

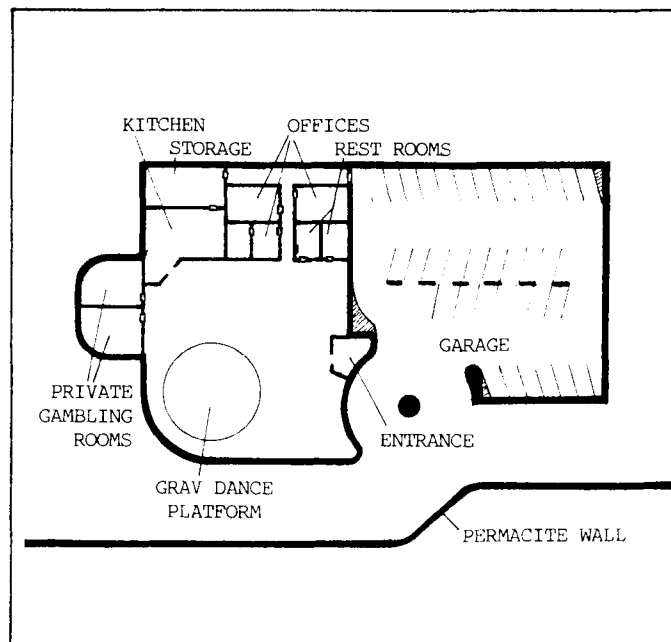
PERCEPTION 2D

Hide/Sneak 4D

Search 3D

STRENGTH 2D

TECHNICAL 2D



If the PCs walk down the hall, when they get to 5 meters from the man he stands to face them. Have the players roll Perception. A successful roll of 12+ reveals that the man is prepared to make a fast draw for his pistol.

"That's far enough," the darkly dressed man declares with a threatening edge in his voice. "The hall is off limits. You'll have to leave." You hear a muffled outcry that is quickly cut short, coming from behind the door marked Manager. Pointing down the hall, the man glares at you and clenches his teeth. "Back. Now!"

The PCs may instigate a firefight. The ISB agent will make a haste action, attempting to get a shot off first after drawing. The players may instead attempt to come up with a more subtle way to get rid of the agent. But if they don't leave the hall immediately, the agent instigates a firefight himself.

Encounter 5: Rescuing Kashiin

If the PCs choose to burst into the room, hoping to surprise the agents inside, they find the door is locked. Mounted onto the wall next to the door is a compulock similar to the bay door lock. A character may choose to use Computer Prog/Repair skill to release the lock (16+) or the PCs may try to force the door using Strength (17+).

Once in the room, the PCs see Kashiin's bodyguard sprawled out on the floor and the two agents, who have just finished binding Kashiin's arms and gagging him, are drawing pistols. However, if the PCs get in by breaking the keycode, they have half surprise - allow one free haste action. If they forced the door, they do not have surprise.

One of the agents is wearing a commlink. Before he is stunned, he triggers his unit, but only gets out, "Reb--".

8 VOYAGES

It is possible the players may choose to wait for the agents with Kashiin to leave the room, then follow them. In this case, the agents take Kashiin around the corner in the hall and head for the garage. If the players don't act before the agents reach the garage, they'll have to take Kashiin from a much larger group of agents.

Encounter 6: More Agents

If the PCs take Kashiin in his office, they may look for a back entrance, which reveals the door to the garage at the end of the back hall. If they go out the front, there is no valet to be seen. If they didn't park the speeder themselves they'll have to go looking for it. Either way, somewhere amidst the parked speeders the PCs are ambushed by ISB agents numbering one less than the PC group.

If the players declare they are looking or searching for other agents, first roll for Hide/Sneak skill for each agent. Use the highest roll as the difficulty number when the players roll for Search skill. If the PCs don't search, allow each player to roll Perception once to detect the presence of concealed persons in the garage (18+). If the agents are not detected, they have complete surprise when they spring their ambush.

This encounter should be fast-paced confusion. The garage is not particularly well lit, and stun bolts seem to be flying in every direction, coming from dark shapes that pop up from behind one speeder, then another. Read the following to the player who is watching Kashiin. Though Kashiin is speaking in basic, you should use some kind of accent when reading his parts.

Glancing at Kashiin, you see that he has managed to wriggle free of his mouth gag. "Let me help--untie me and give me a stun pistol!" Kashiin urges you. "Look, I know my best chance is with you people. Untie me and I'll go with you peacefully when we escape this," he continues convincingly. "If I end up in the clutches of the ISB, I'll be dead before they're finished with me!"

If the PC releases Kashiin and gives him a pistol, the Sullustan fires a couple shots then bolts in an attempt to escape both Imperials and rebels, trying to lose them among the speeders. If the PC doesn't release him, in a couple of rounds he quickly works himself to his feet and takes off anyway. If he succeeds in getting away, the ISB agents split up and, with heads down, weaving in and out of the lines of speeders, try to capture Kashiin themselves. The PCs are surely trying to recapture him.

Kashiin, of course, is hiding. Roll for his Hide/Sneak skill and use the result as the difficulty number for the players' Search skill rolls. Have them roll each round until Kashiin is discovered and recaptured. If Kashiin is armed, he does defend himself. During each round, at least some of the PCs encounter searching agents, which results in stun fire. In this case, no Search skill roll can be made.

At your option, you may also roll Search skills for the Imperials, which could mean that the PCs end up having to wrestle Kashiin away from them.

REKK KASHIIN

DEXTERITY	3D	PERCEPTION	4D
Blaster	4D	Con	6D
Dodge	4D	Gambling	5D
KNOWLEDGE	2D+1	Hide/Sneak	6D
Bureaucracy	3D	STRENGTH	3D
Streetwise	3D+1	TECHNICAL	2D+2
MECHANICAL	3D		



Shortly after Kashiin is recaptured, the sounds of high-pitched sirens can be heard. Any concious ISB agents disappear as the sirens grow louder. The PCs, pulling Kashiin along, should be scrambling into their speeder to make a fast disappearance themselves.

EPISODE THREE: BACK TO THE SHIP

Summary

This episode begins with a wild speeder chase scene involving the PCs and local police units. After losing the police, the PCs must deal with six enforcers they find guarding bay 56, then break the new keycode that locks the bay doors. With police closing in, the PCs quickly board their vessel.

Encounter 7: A Speeder Chase

When the PCs have boarded their speeder and are moving out, read aloud the following paragraph.

As you fly out of the garage, you are suddenly blinded by the headlights of a rapidly closing vehicle--a police speeder! The fast-approaching speeder veers to avoid colliding with you and plows into a permacite wall. With a smash, scrape, and crumple, the speeder bounces off the wall and sideswipes your own speeder, crumpling the panels along one whole side, then skips and spins to stop in the street. Though the speeder is a complete wreck, the operator's cockpit appears intact. One speeder is down and out, but two more are closing fast. From a loudspeaker on one, you hear, "Thish ish the polish. You are ordered to shtop your speeder and shurrender!"



Obviously, the PCs must lose the police speeders. As they race around hotels, fly through obstacle-filled parking lots, and dodge speeder traffic, all in the dark of the night, have the speeder operator roll for his Repulsorlift Op. skill against varying difficulty numbers. Failed rolls result in scrapes and collisions that quickly turn the speeder into a junker.

After several rounds, the police speeders crash and are left behind. Shortly after the last police vehicle goes down, the directional repulsors on the PCs' speeder fail. Allow the operator to roll for his Repulsorlift Op. skill to make a crash landing (20+). If the roll fails, the players must roll 2D damage against Strength. If the operator's roll is successful, the players must still roll 1D damage against Strength.

Now on foot, the PCs must walk the remaining distance to bay 56.

Encounter 8: Getting Into Bay 56

When the PCs get within sight of bay 56, they see six very alert police enforcers standing under the lights at the bay doors. All wear protective jackets and helmets and are armed with stun rifles. It appears that the PCs have somehow been made.

Hopefully, the players decide that a bit of cleverness, not just gunplay, is the answer to this dilemma. Determine

AARICETRIAN

DEXTERITY__2D
KNOWLEDGE__1D
MECHANICAL__2D

PERCEPTION__2D
STRENGTH__3D
TECHNICAL__2D



appropriate difficulty numbers for whatever solution they come up with. If they take too long in planning, tell them they see increased police patrols in the area.

When the police are taken care of, the PCs discover that the bay doors won't open with their keycode--it's been changed! They must break the keycode using Computer Prog./Repair skill to get the doors open (18+).

As the PCs are working on the doors, they hear yelling a short distance away, then hear the tramping of many booted feet, growing louder. Just as the doors open (cheat if you have to), a dozen police enforcers come running into view. The PCs exchange a few stun bolts with the police as they quickly clamor aboard their vessel.

EPISODE FOUR: A BATTLE TO ESCAPE

Summary

In this final episode, the PCs blast off and are pursued by Aaricetrian fighters, then confronted by TIE fighters launched from a bulk freighter. Though the PCs must deal with two TIEs, the Aaricetriens engage the rest. After battling with the two TIEs, the PCs escape into hyperspace.

Encounter 9: The Pursuit

As the pilot quickly heats up the sublight drives for ignition, a port controller excitedly tells him over the radio that he is not cleared for takeoff. The pilot certainly ignores him, and the PCs blast off.

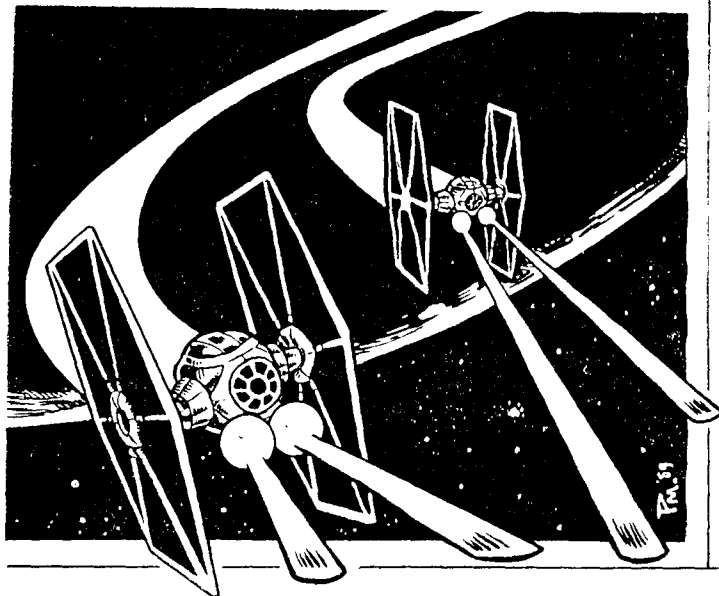
When the ship reaches 1000 meters, one of the PCs spots several dark specks following their flight path. The pilot reads them on detection sensors as well: Z-95 Headhunters. Read aloud the text below to describe what happens next.

You cross the final barrier between atmosphere and space. But the Headhunters have slowly been gaining on you. A laser bolt blasts past you to starboard; a single warning shot. Your radio comes to life as you are hailed by the Aaricetrian squadron commander. "Purshued veshel, you are ordered to reversh coursh and return to port. Failure to comply will reshult in your deshtruction." Before you can reply, your sensors beep at you. Another ship has been detected. Slowly maneuvering directly into your course is a large, interstellar bulk freighter. Suddenly, several more blips are detected dead ahead. But these are small and fast, and coming right at you.

Encounter 10: An Unexpected Battle

Read aloud the following text.

Your sensors soon reveal the approaching craft ahead to be--TIE fighters! Apparently monitoring previous transmissions, the Imperial squadron commander now hails you. "Rebels, in the name of the Emperor, you are ordered to surrender your vessel immediately or be destroyed." The Imperial hardly finishes when the Aaricetrian pipes in. "Imperial commander, you are violating Aarishe-trian controlled shpashe. You are warned not to interfere in thish matter. If you do not turn back, we will engage you." With no heed to the Aaricetrian warning, the closest pair of TIEs angle in and open fire on you, missing only by meters. Within seconds, the Aaricetrians and Imperials engage in close combat. Soon the space around you is filled by maneuvering fighters, slashed by high-energy laser bolts, and shaken by exploding fighter craft. But there is one pair of TIEs which has not engaged. And they are turning back for another shot at you.



The PCs' ship must survive the engagement with its nav computer and hyperdrives intact. But the rest of the ship can certainly be chewed on.

After four or five combat rounds, tell the pilot that the ship is far enough out of the planet's gravity well to engage hyperdrives, though a navigation course must also be laid. When the hyperdrives kick in, the PCs are safe. In a few days, Kashiin can safely be delivered into the hands of the Rebel Alliance, and will then shortly be on his way to a Mon Calamari courtroom.

At a later time, the PCs may learn that the Aaricetrians have invited the Rebel Alliance to establish an embassy on their world. It seems that the people of Aaricetri are very displeased that the Empire would first send an ambassador to negotiate treaties, and then covertly send naval forces to their world, and then think so little of engaging in actual hostilities. The result turned out to be a cooling of relations between Aaricetri and the Empire, and a warming between Aaricetri and the Alliance. ●

Z-95D HEADHUNTER

The Z-95D is a modified version of the extremely successful Z-95 starfighter series. Though the Z-95 is old and long out of production, the Headhunters in the Aaricetrian squadrons are largely modified and upgraded. The combination triple blasters were removed and replaced with two laser cannons. Up-to-date fire control systems for these lasers were also installed. Power generators were rebuilt to provide the increased energy needs. And on craft assigned to first line interceptor squadrons (Z-95D-2), the missile launchers were removed to make room for improved sublight drives, which provide not only increased speed, but greater maneuverability as well.

Z-95D-2 HEADHUNTER

Craft: Incom/Subpro Z-95 Headhunter

Type: Interceptor space fighter

Length: 11.8 meters

Crew: 1

Cargo Capacity: 85 kilograms

Consumables: 1 day

Sublight Speed: [4D]

Maneuverability: [2D]

Hull: [4D]

Weapons:

Two Laser Cannons (fire linked)

Fire Control: [2D]

Combined Damage: [4D]

Shields:

Rating: [1D]

STAR MAPS

An alternative to the *Star Wars*
Astrogation Gazetteer
by Glen Allison

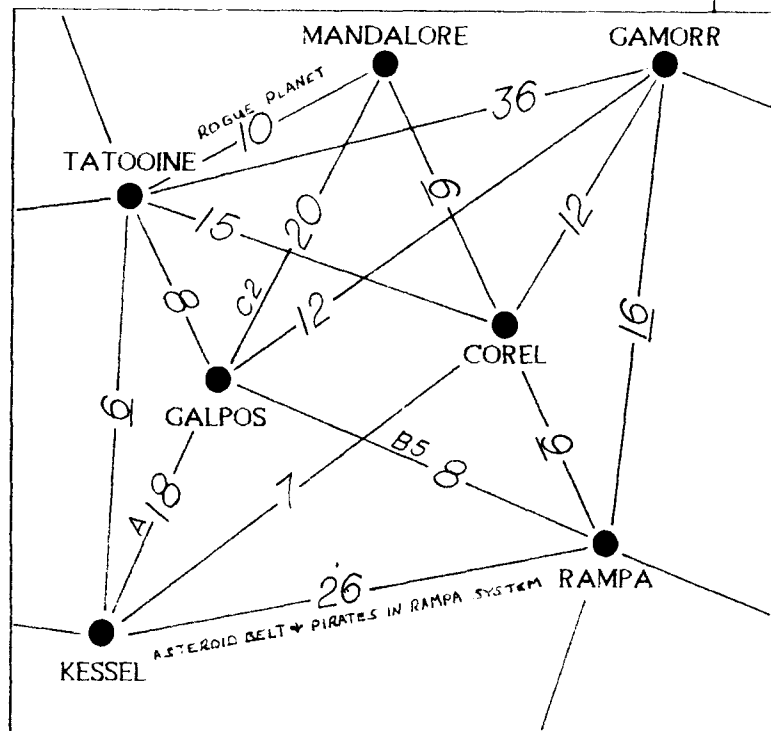
The *Star Wars* rule book explains that the standard duration (days of travel) of a trip between two star systems rarely changes. The Astrogation Gazetteer (that looks like a road map mileage chart) on page 140 lists the standard duration between all of the star systems mentioned in the *Star Wars* movies (with the exception of Hoth) and leaves it up to the referee to create other star systems and determine the standard duration between each of them.

The Gazetteer method would allow the referee to place notes below the chart, which is fine, but keying certain notes to certain other systems and to duration between systems might get confusing. The optional mapping method presented below may work better for referees that create more than one or two new systems for use in their campaign. It is called a "star map", for want of a better title, though it does not really show the true physical location of the systems and their relation to one another. Real stars are fixed in three-dimensional space and are not located on a flat plane, so no paper map could ever show true relationship between star systems. What this star map does show is the standard duration between systems and leaves room for adding notes in several ways.

One way is to place the duration and some short notes right on the route line drawn between two systems. This makes it very easy to spot any notes that apply directly to that particular route. Examples would be the Tatooine-Mandalore and Kessel-Rampa route lines. The second way is to place the duration on the route line as before along with a code number/letter. Then the referee would write much more detailed and/or longer notes below the chart next to the identification code. Examples of this method are shown using the Kessel-Galpos (A), Galpos-Rampa (B5), and Galpos-Mandalore (C2) route lines. This way does not show the information quite as quickly, but does allow far more information to be included and still be keyed to a particular route between two star systems.

The star map method as shown also can show interesting little quirks such as the route line from Galpos to Mandalore. In a direct line it takes 20 days. But the round-about way via Tatooine is only 18 days - 2 days shorter. If the referee does not like that sort of thing happening, it is quite easy to play around with the duration numbers until any such problems are gone. Also, when placing the star system on the map, try to place it so that route lines to other systems are not too close to one another. That leaves too little room for any notes to be placed along the route lines. Remember that this map method does not show actual location of star systems. It only allows the star systems to be put on paper so a route line can be drawn from it to other systems.

This mapping method is also very flexible. If the referee decides to add another known star system later, it is really easy to add several more route lines to the map and add any new notes as desired. Good luck on future astrogation rolls and...may the Force be with you. ●



- A (not well travelled - nothing much on Dantooine anyway)
- B5 (small gas cloud forming on this route)
- C2 (large star cluster on this route - slows travel)

KFANGU CLASS SPACE FIGHTER

A Vargr fighter for *Mega Traveller*
by James B. King

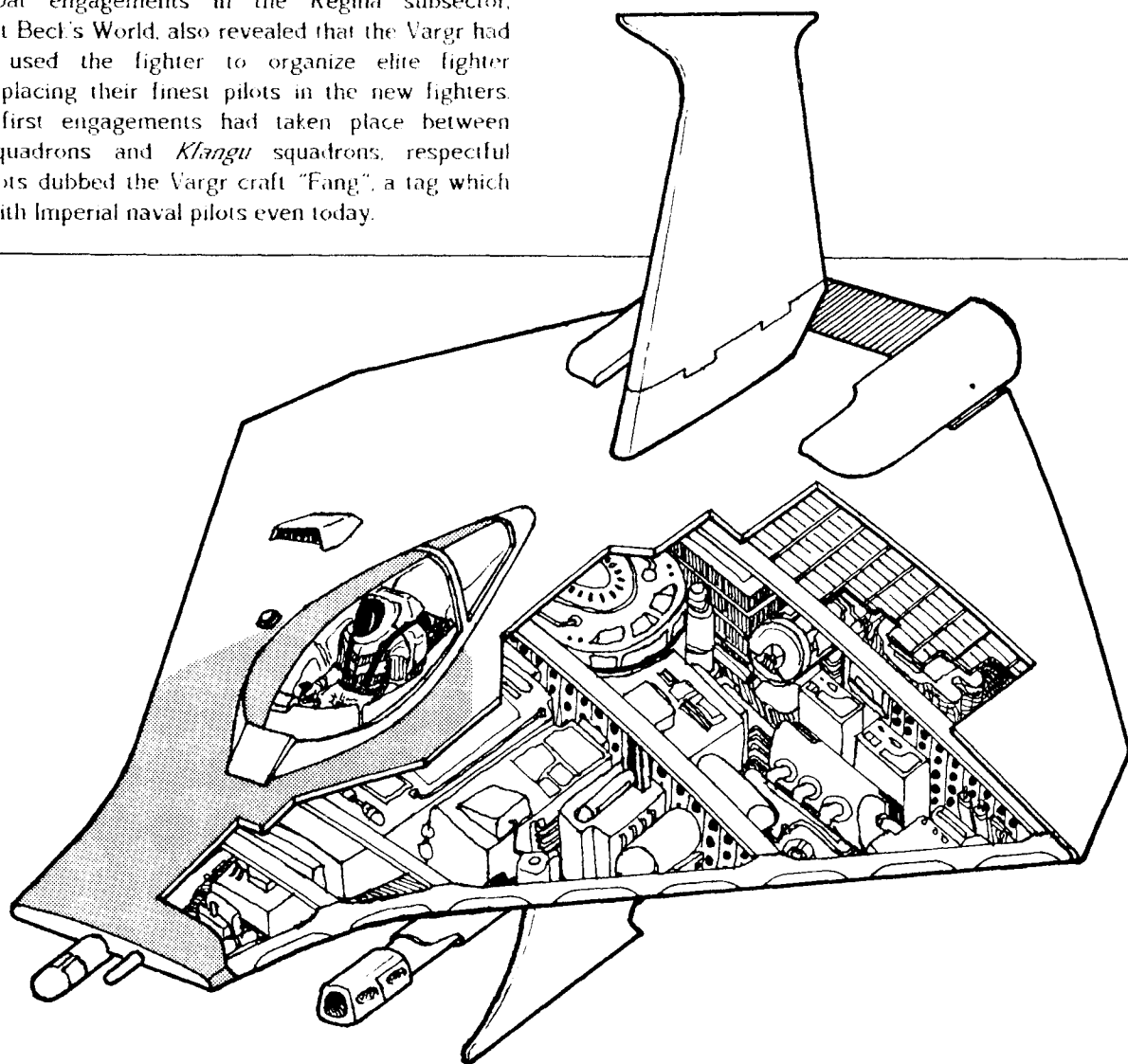
The *Kfangu* class space fighter was first encountered by Imperial forces during the 5th Frontier War. Only about 200 of the new *Kfangu* fighters were estimated as being included in the Gireel and Uthith Fleets of the Ekhle Ksali (the militant Vargr federation that was allied to the Zhodani as part of the Outward Coalition).

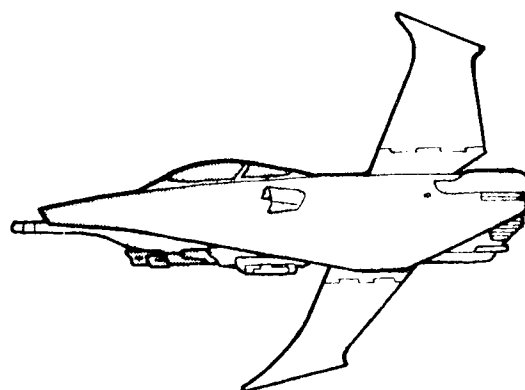
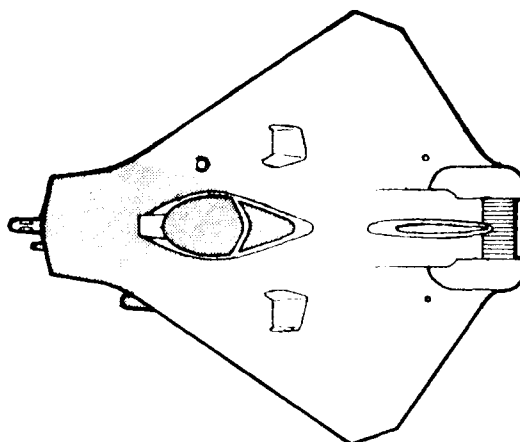
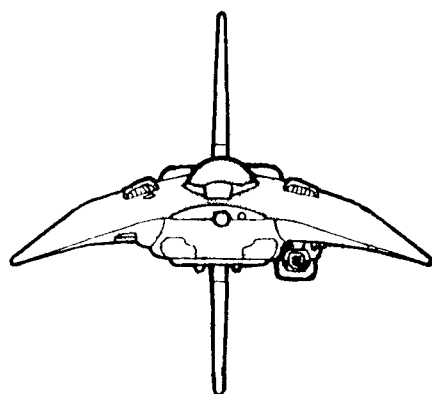
The *Kfangu* is constructed at TL 13, which is as much as two tech levels above the Vargr average for starship construction. This alone made the fighter more capable than most other Vargr fighter types encountered during the war. Combat engagements in the Regina subsector, especially at Becl's World, also revealed that the Vargr had apparently used the fighter to organize elite fighter squadrons, placing their finest pilots in the new fighters. After the first engagements had taken place between Imperial squadrons and *Kfangu* squadrons, respectful Imperial pilots dubbed the Vargr craft "Fang", a tag which has stuck with Imperial naval pilots even today.

The quickly earned reputation of the *Kfangu* squadrons was short-lived. Naval analysts estimate that roughly 130 of the *Kfangu* fighters were destroyed along with the Gireel Fleet by the Imperial 212th Fleet in action in the vicinity of Dentus in mid-1109.

At this date, several thousand *Kfangu* fighters have been constructed and are in service with many Vargr naval forces, some of questionable repute. The craft is even in service with a handful of small Vargr mercenary units that are licensed to operate within the Imperium.

The *Kfangu* class fighter was originally designed to serve in an interceptor and strike role, so its primary design requirement was speed. Due to the restrictions of lower tech levels, it was necessary to restrict agility in order to provide a speed that would be equal to high speed Imperial craft. This fact has made the *Kfangu* extremely popular with small naval forces that engage in piracy, as speed is often essential to successful hit, seize, and run attacks. ●





J.B. King

VARGR *KFANGU* CLASS SPACE FIGHTER

CraftID: Fighter, TL 13, MCr16.34

Hull: 9/22.5, Disp-10, Config-1AF,

Armor-40F,

Unloaded-262.3tons,

Loaded-266.4tons

Power: 3/6, Fusion-360Mw, Duration-4/12

Loco: 3/6, StdGravThrust-1870tons,

NOE-170kph, Cruise-2835kph,

Top-3780kph (Vacuum-4200)

Agility-3

Commo: Radio-System x 1

Sensors: PassiveEMS-Interplanetary x 1,

ActiveEMS-Planetary x 1,

ActObjScan-Diff, ActObjPin-Diff,

PasEngScan-Rout

Off: BeamLaser-x02

Batt 1

Bear 1

Def: DefDM-+7

Control: Computer-2 x 3,

Panel-HoloLink x 82,

Special-HeadsUp x 1,

Environ-BasEnv, BasLS, ExtLS,

GravPlates, InertialComp

Accomm: Crew-1 (Operator-1),

Seats-roomy x 1

Other: Cargo-2.8kliters, Fuel-19.2kliters

ObjSize-average, EMLevel-faint

Comments: Because of the lower tech level, the *Kfangu* designers were forced to sacrifice high agility in order to have high speed.

AMERICANS IN THE ETHER

ESMARELDA CLASS ETHER FLYER FOR SPACE: 1889™

by James B. King



When Thomas Edison and Jack Armstrong, accompanied by their curious martian companion, returned to Earth after that first great interplanetary voyage, it created a worldwide fervor unlike any that had ever been experienced. It also created a whole new industry--almost overnight--as the sudden demand for Edison flyers was proclaimed by every major world power as well as by the adventurous and the rich of every great nation who simply had to own this new symbol of wealth and prestige. Within a matter of weeks several companies had been formed to construct Edison's ether flyers.

VODNEY FLYER MANUFACTURING COMPANY

One of the first such companies to be formed was "Vodney Flyer Manufacturing Company", founded by semi-successful investor and industrialist Winston Vodney, of Boston. Vodney, a long time admirer of the inventor, Thomas Edison, had become a frequent correspondent of Edison's. As such, he was one of the first to obtain contracts securing the use of Edison's ether propeller and Edison himself as a design and construction consultant.

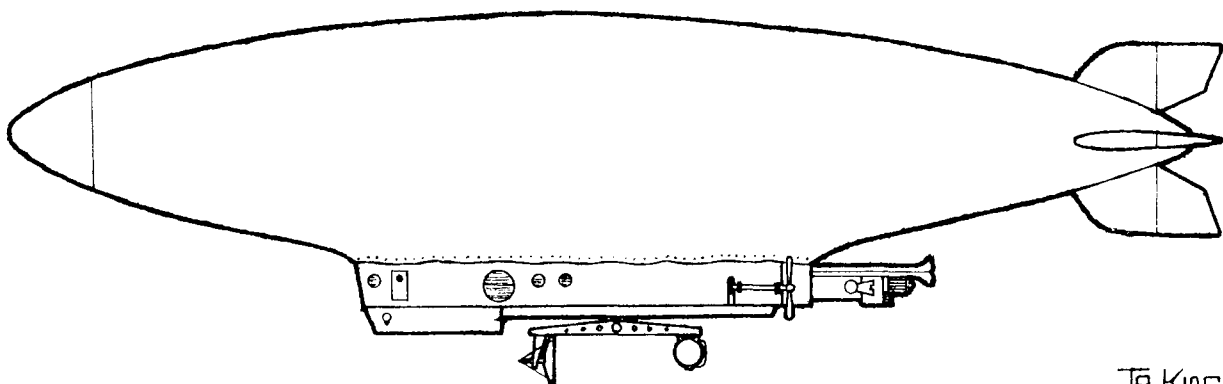
Having a great entrepreneurial spirit, Vodney set the lofty goal of being the first company to fly a newly constructed flyer from its shipyard. As it later turned out, Vodney Flyer was the sixth to launch a craft. This first Vodney craft was, like most first prototype flyers, a small, awkward looking affair of which only two were built. It

weighed ten tons and quartered only two persons.

For the first several years and through five more flyer classes Vodney's success was moderate at best, sometimes tottering on the brink of bankruptcy, sometimes not. Vodney had sunk a great deal of his assets into his flyer company. At the same time, other investments were turning sour. And, after paying his design staff salaries while they perfected their own hydrogen flyer and tackled the unique problems of space flight, funds were simply drying up. That being the case, Vodney lacked the money to conduct the extravagant promotions that other companies were showering on their own craft. He also lacked the political connections and influence to acquire the government and military contracts that were netting great American industrialists entirely new fortunes. On top of all this, Vodney and his people had to face the facts: Vodney flyers were simply not selling well against competitor vessels.

As Vodney himself stated, "Something has simply got to be done." So he sat down with his design team to create a craft finer than any they had yet built, later to be named the *Esmarelda*.

Vodney required that the *Esmarelda* be a comfortable craft of good multi-purpose use, be light enough to be affordable by the marginally wealthy, and have at least a moderate interplanetary speed. In short, it had to be a craft that would enjoy great popularity with the average buyer so as to compete well in the private purchase market.



On the morning of one early autumn day in 1884, with all the fanfare Vodney was capable of mustering, the *Esmarelda* was launched. The flyer was well received, and has been a complete success. Vodney Flyer had finally made its mark on the industry.

ESMARELDA CLASSETH FLYER

The *Esmarelda* is a hydrogen-lift flyer of 40 tons, employing the latest design developments in construction. Rather than having a cabin slung below the gas envelope and fastened by cables, the *Esmarelda's* cabin is attached directly to the underside of the 400,000 cubic feet envelope. Less obvious is the fact that the wire reinforced envelope contains six separate hydrogen balloons, which have been proven necessary due to the damage meteors are capable of doing to the gas envelope, sometimes with tragic consequences.

The *Esmarelda* requires a crew of three, a pilot and two engineers, and can accomodate an additional five passengers in relative comfort. The craft has a moderate cargo capacity of five tons.

Directly under the bridge is a small gunnery compartment reached via a sealed floor hatch near the air lock. Though no weaponry is mounted, a weapon of up to 200 lbs. may be mounted at this location (the weapon's weight would count against cargo tonnage).

The *Esmarelda* is fitted with a four ton Edison patent propeller and is powered by a solar boiler capable of generating 500 horsepower. The ether prop propels the craft at an interstellar speed of 2.5 million miles per day. Two air propellers provide atmospheric maneuver. No

separate power plant is installed for these air props. Instead, they rely on the emergency power batteries. Though the batteries can power the ether prop for only two days, they are sufficient to provide power to the air props for six days, generating an air speed of 15 knots.

An *Esmarelda* class flyer is constructed at a cost of \$40,400 (8080 British pounds). It can be purchased from Vodney Flyer for \$80,800. (The cost to build has simply been doubled to come up with a reasonable retail price.)●

ESMARELDA STATISTICS

Interplanetary Speed = 2.5

Atmospheric Speed = 3

Hull Hits = 0

Ether Prop PPV = 4

Solar Boiler PPV = 4

Emergency Batteries PPV = 4, END = 2

Air Prop PPV = 2

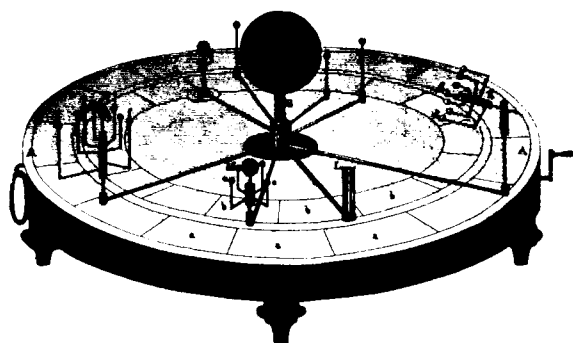
Crew = 3 (pilot, 2 engineers)

Passengers = 5

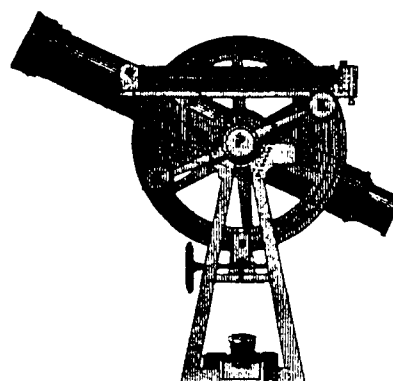
Cargo = 5 tons

Total Mass = 40 tons

Lift = Hydrogen

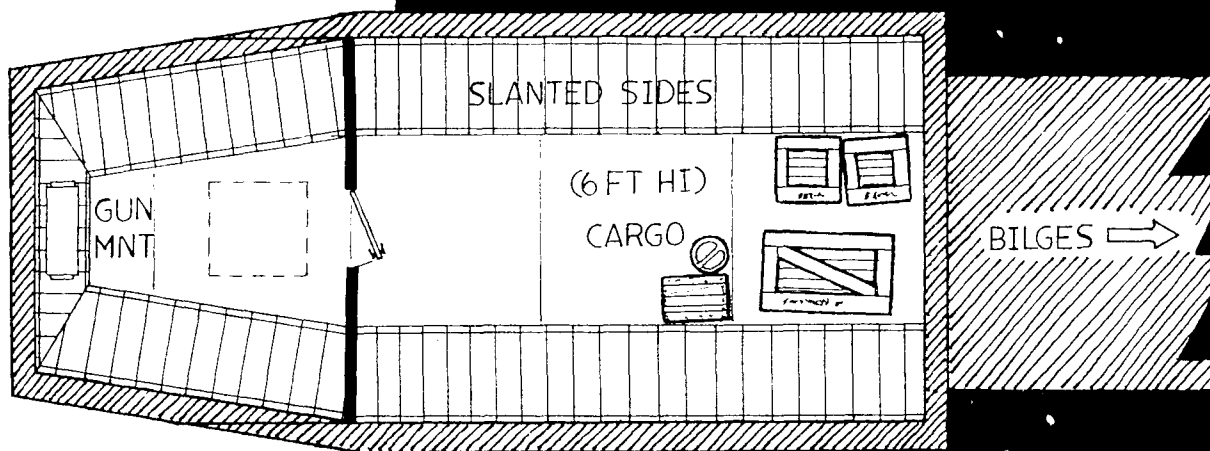
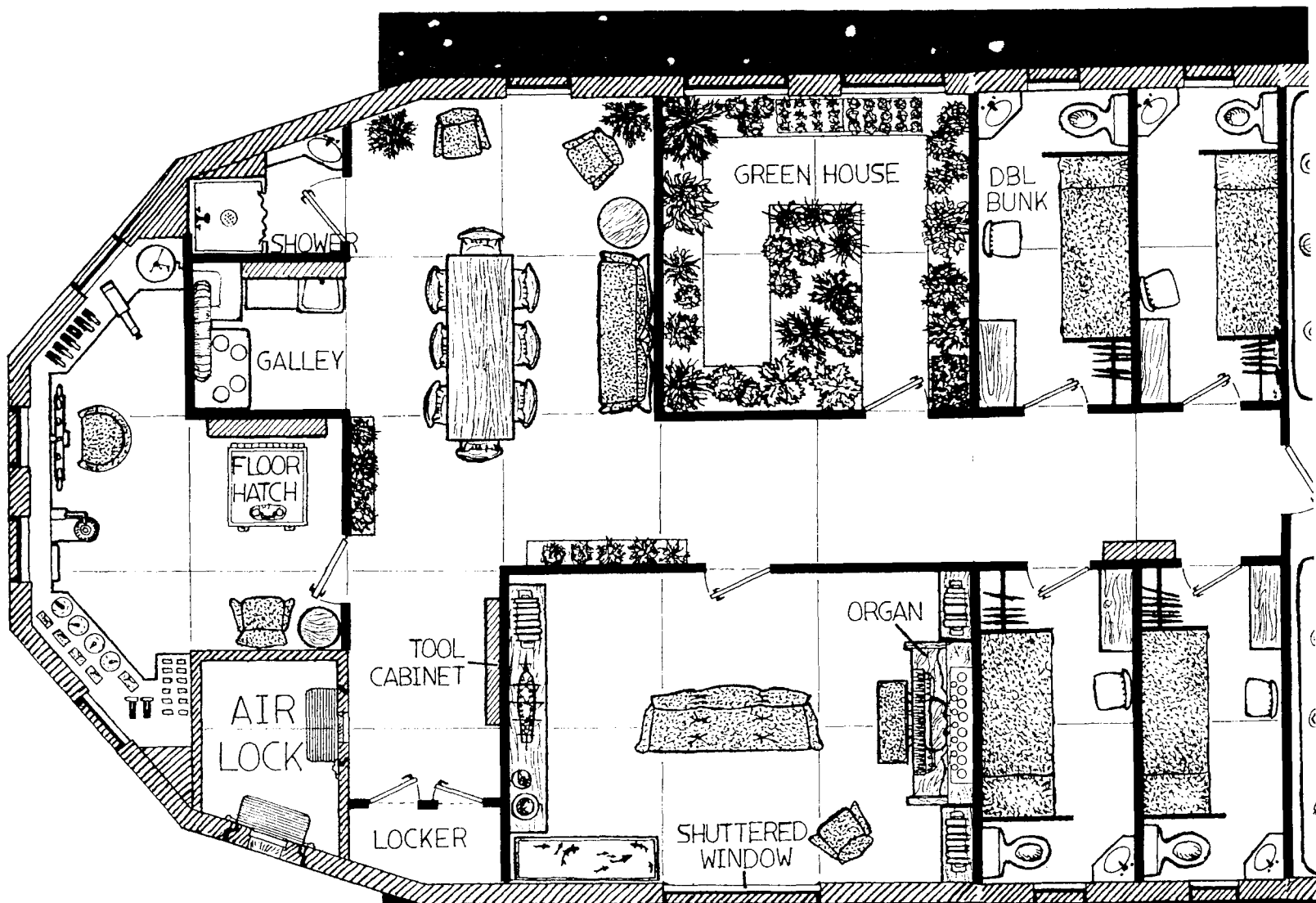


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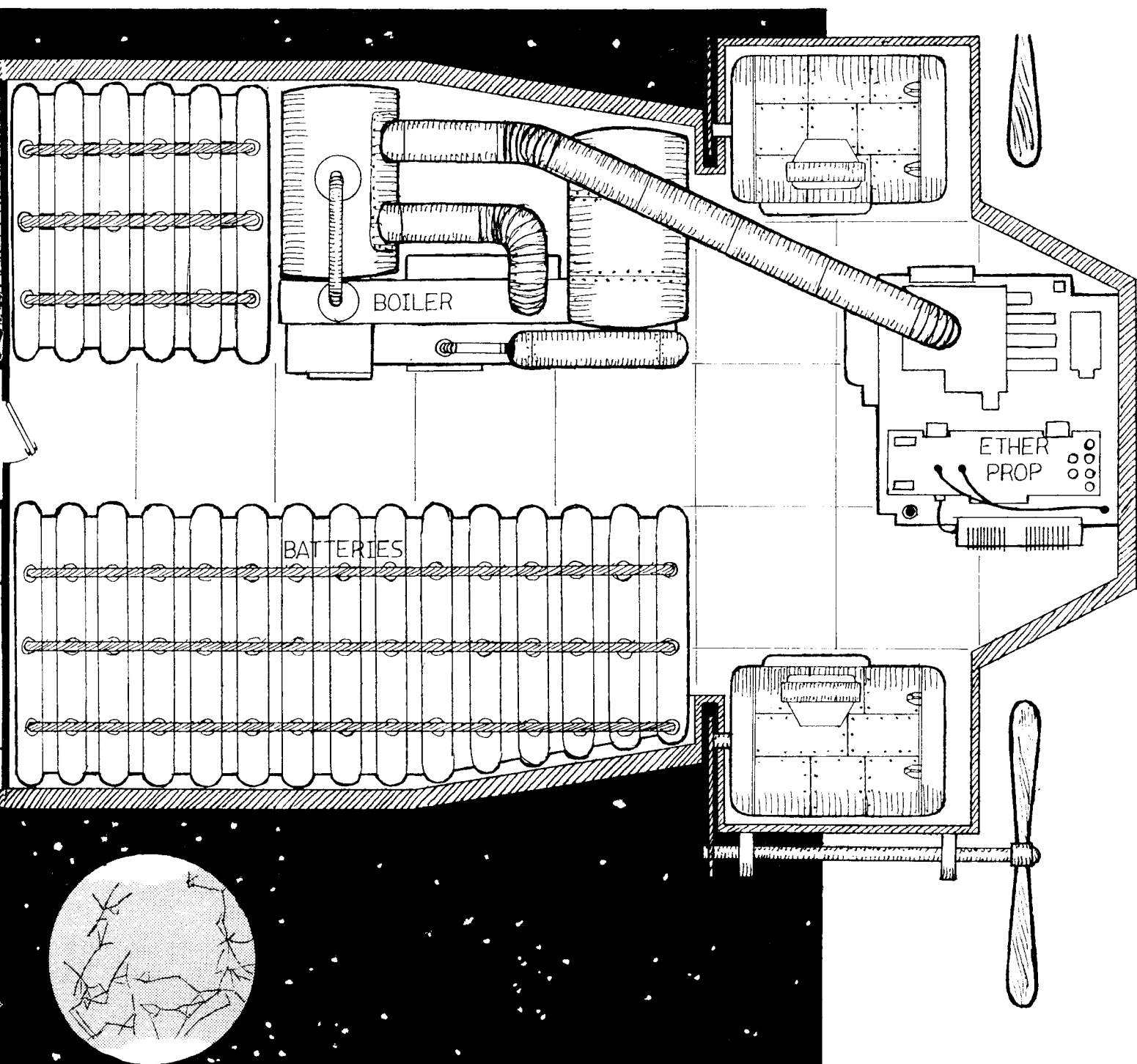
TELESCOPE

Esmarelda class flyers are sold with an orrery (or planetarium) and an improved telescope as standard bridge equipment.



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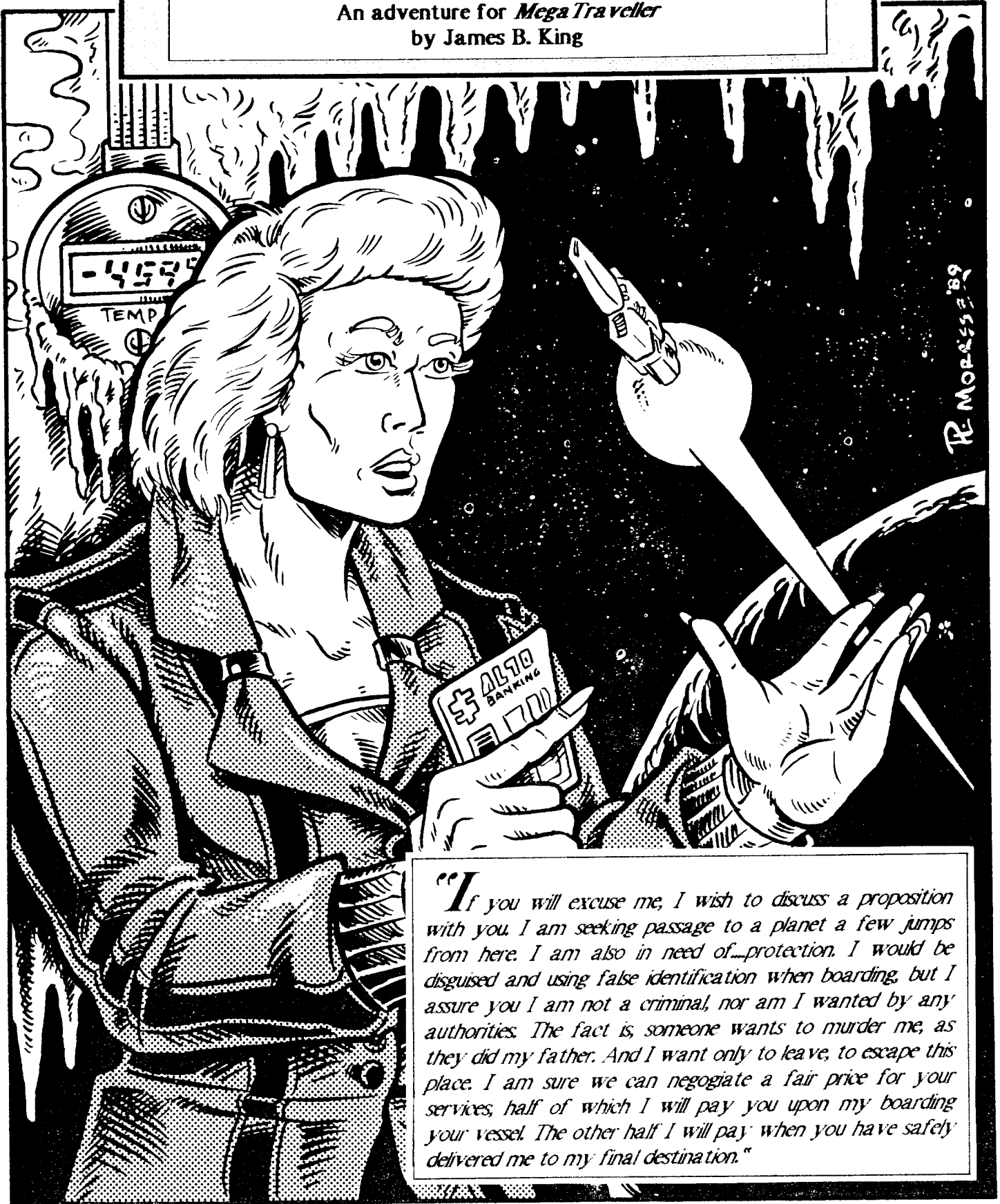
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ESMARELDA

CRYOGENIC SURRENDER

An adventure for *Mega Traveller*
by James B. King



"If you will excuse me, I wish to discuss a proposition with you. I am seeking passage to a planet a few jumps from here. I am also in need of...protection. I would be disguised and using false identification when boarding, but I assure you I am not a criminal, nor am I wanted by any authorities. The fact is, someone wants to murder me, as they did my father. And I want only to leave, to escape this place. I am sure we can negotiate a fair price for your services, half of which I will pay you upon my boarding your vessel. The other half I will pay when you have safely delivered me to my final destination."

CRYOGENIC SURRENDER

INTRODUCTION

This adventure is intended for use with GDW's *MegaTraveller*. However, it will lend itself well to adaptation by a referee wishing to use it with another science fiction RPG. To facilitate easier integration into a continuing campaign, no particular planet or location is specified, but a planet governed by a religious dictatorship would be appropriate, though this is not absolutely necessary. The players should have their own ship; however, this adventure can be played through by a group without a ship with only slight modification.

REFeree'S SUMMARY

The player characters are approached by a female noble at a good quality starport on a world located a few jumps from the planet the adventure will actually take place on. Baroness Cirandria Medreen, suffering from severe depression caused by the recent death of her father as well as an attempt on her own life, wishes to be taken to a nearby world where she intends to be put in cold sleep under the auspices of a religious society. Upon arrival at the society complex, the group is fallen upon by a frantic young woman who claims the society has carried off her father. After rescuing the woman from the fiends who attempt to abduct her, the group attempts to locate her father, influenced by the now suspicious baroness. The adventurers eventually reveal the secret and morbid workings of the society - the spiriting away of the poor and unknown among them for the purpose of illegally transplanting body organs to ailing, wealthy patrons of the planet. Saving the woman's father and reporting the society's activities will effectively put an end to the underground operation, and to the society's hierarchy.

AN OFFER OF EMPLOYMENT

While the player characters are performing their usual activities at the port, they are approached by Baroness Cirandria Medreen (she does not provide them with her actual identity), who makes an offer of employment as indicated in the Players' Introduction. After the monetary negotiations are completed, Cirandria informs the group she will be disguised and will be travelling under the name of Lois Mead, and books her passage with the captain under that name.

Referee's Note: If the players do not have their own ship, Cirandria may hire them to accompany her on her passage as body guards, paying for the group's passage on whatever transportation is available (middle passage for all, which will allow the party to maintain low visibility).

GETTING OFF-PLANET

On the day of departure, several observers are present in the starport watching for Cirandria. These men are in the employ of Thorin Medreen, who happens to be Cirandria's brother. He is quietly searching for his sister, who's whereabouts are currently unknown. Cirandria's disguise is quite successful (for which she paid well), and Medreen's henchmen do not recognize her. Nor is there any trouble getting past the customs officials. (It is, of course, the referee's option to have Cirandria recognized if a confrontation of some sort is desired.)

If the players state they are watching for suspicious characters, they may spot Medreen's thugs. Cirandria does not recognize them.

To spot watching observers:

Difficult, Int, Edu, 6 sec. (uncertain).

If the player characters do spot Medreen's hirelings, it should serve to stimulate more suspicion about their patron's affairs. After Cirandria has boarded as Lois Mead (which is just before departure time) the vessel is free to take off. Once the jump is initiated, the adventurers will have time to learn more about their charge.

CIRANDRIA'S STORY

The following paragraphs should be read aloud to the players.

Cirandria is rather glum and untalkative and appears to be in a demoralized state, but she opens up after a couple of days in jumpspace. While involved in conversation, she tells you the following:

"I have only recently inherited the title of baroness and the accompanying fiefdom from my late father. My inheritance came as quite a surprise to both myself and my brother, Thorin, as I am the younger issue of my father. My father...my father died in a questionable accident while piloting his grav speeder. It was only then that my brother and I learned that my father had decreed in his will that I was to receive title and fiefdom. My brother never did measure up to my father's expectations. Anyway, Thorin flew into a rage. He even threatened to shoot me for stealing his inheritance before stomping out. We haven't spoken since. I did expect him to be gravely disappointed, but I could hardly understand such a hostile reaction. Then, only days later, I was—I was—informed by the authorities that foul play was suspected in the death of my father, and that Thorin was suspected as responsible, though they lacked substantial proof."

Cirandria is obviously becoming emotional, and tears

well up in her eyes, but she continues to relate her story. "Only two days ago I was nearly struck down by a diving speeder. I fear that Thorin intends to kill me so that he may claim title and fiefdom as his own. My own brother...my own blood killed our father and tried to kill me."

Cirandria stops speaking and, appearing suddenly embarrassed, excuses herself and retires to her stateroom.

Cirandria is certain that her brother is responsible for her father's death and, already heart-broken at the loss, is crushed by the realization that her own blood relation could perpetrate such crimes. In an extremely vulnerable state of severe depression, she has responded to the soothsaying of a missionary from a religious society that prophecies of a "great and harmonious time to come". For an exorbitant fee, the society places people in long-term cold sleep with a promise to awaken them when the proper time comes. In secrecy, this is what Cirandria intends to do, well aware that her noble status within the peerage will be forfeit by what she is planning. For this reason she has brought as much cash as she could acquire from her family's assets in short time - about three million credits. After the costs of the trip and adventurers are paid, the rest is to go to the society. She is not likely to tell the adventurers of how large of a sum of money she is carrying (The assassination of Strephon and the resulting war and fragmentation of the Imperium may also have helped to prompt Cirandria to put faith in a "great and harmonious time to come.")

After sharing her story with the adventurers, Cirandria's spirits do seem to brighten, even if only a little.

DELIVERANCE

Cirandria, fearing that she might be intercepted anywhere along the way, will not pay the adventurers until they have actually delivered her inside the society complex on the destination world. It is located about eighty kilometers from the starport, in a rural area with no other buildings close by.

When the group reaches the complex, read the following paragraphs aloud to the players.

You arrive at a large, one story building constructed of cut stone. As you approach the entrance, you see a large brass plaque attached to the wall that reads simply "The Society of Hope". Your attention is suddenly drawn to the doors as you watch a young woman firmly forced out through them by two sky-blue robed figures. The woman is frantic and near-hysterical. When she sees the group, she quickly runs to them.

"Please, you've got to help me!" she pleads. "My father came here to be put in cold sleep--I couldn't talk him out of it, so I came with him--so we could be together. I just wanted to see him one last time before I left for home, even if it had to be with him in cold sleep. But these people couldn't find him--they say they have no record of him. We only arrived yesterday--and they say he was never here!"

Before the conversation can progress any further, two uniformed men show up, claiming to be officers of the peace. No ID is shown and none is shown if it is asked for. They tell the group that the woman suffers from a mental illness, and must be returned to the mental hospital she escaped from. Before they can successfully gag her, the



woman screams they are lying--and that she saw them earlier inside the complex wearing the robes of the society workers.

The players should be given a chance to respond on their own, but if they do not, Cirandria, now suspiciously alarmed, urges the adventurers to stop the men from taking the woman. (If necessary, Cirandria can tell the group that their contract amount will be increased for their additional services, or, on the other hand, she may refuse to pay them if they don't help.)

Only one of the men is armed, with a handgun. Though he will pull it, he will not fire it unless a player character actually fires first. After the woman is rescued, the two men back off and leave, threatening that there will be retribution for the group's interference.

The grateful woman introduces herself as Tina Napier, and then again pleads with the group to help her find her missing father. Cirandria, now suspicious of the society's activities, agrees to help her and, if necessary, influences the player characters to do the same.

PLAN OF ACTION

Several options exist for the player characters as they begin investigating the disappearance of Tina's father. Some that are likely to be conducted are outlined below.

Check Port Records

Passenger debarkation lists are filed in the administrative area of the starport. Requests to see them are denied, as this information is confidential. Successfully bribing a clerk obtains them a computer hard copy of the appropriate passenger list. The name Tina Napier is on it, but there is no Jerome Napier. This information will likely make the players suspicious of Tina's story.

Check Ship Records

The vessel Tina and her father arrived on is still in port. The computer records on board the ship do include the name Jerome Napier on its passenger lists. Bribery may be required to obtain this information from the captain. This information should help greatly to alleviate any doubts the players may have about whether or not Mr. Napier is on planet. If there are still doubts, have the group run into a port entry clerk who remembers Tina and her father: *"Ah, good afternoon Miss...ah, Napier--yes, Miss Napier. How is your father feeling? He didn't seem to be feeling well when the two of you arrived."*

Society Interview

If the group presses to see the society hierarchy, they are allowed to speak with Seer Arthur Powers, a prophet of a sort, who is the society's leading officer. He seems entirely open, even sincerely desirous to be of help. But, apologetically, he claims the society knows nothing of a

NON-PLAYER CHARACTERS

Baroness Cirandria Medreen (Noble)

7879C Age 26 2 terms Cr3,000,000

(Note: Cirandria is generated as from an Average Stellar World. Her homeworld stats should match those of the planet this adventure begins on.)

Liaison-2
Handgun-2
Leader-1
Medical-1
Ship's Boat-1
Grav Vehicle-0
Computer-0
Laser Weapons-0



Tina Napier (Bureaucrat-Clerk)

687775 Age 22 1 term Cr1200

Starport B, Medium, Standard, Wet World, Mod Pop, Mod Law, Early Stellar

Interview-2
Legal-1
Computer-1
Handgun-0
Wheel Vehicle-0



Tina has obtained extended leave from her job to be with her father, Jerome Napier, for what is likely to be the last time. Mr. Napier is in a mental state very similar to that of Cirandria, like so many others who come to the society of Hope. Tina's father, a man of moderate means at best, lost his life savings to a swindling investment broker, then lost his spouse to a younger man of greater means, then lost his career job of 20 years. In his current state of mind, the society's tenets are most appealing to him; thus, he and Tina have come to the complex of the Society of Hope.

Tina is now alone, with no knowledge of her father's whereabouts, and with hardly more than enough money to return home by low passage.

THE SOCIETY OF HOPE

The Society of Hope is a religious organization that prophesies of "a great and harmonious time to come". Its missionaries portray the current interstellar society to be cruel, corrupt, and villainous, a portrayal made easier to paint by the current state of upheaval within the Imperium. These missionaries coerce the disillusioned (usually targeting those who happen to be wealthy) into abandoning the present and waiting for a better future--in cold sleep. Those who can not pay the extravagant fee for this privilege can travel to the society berthing complex and apply for charity berthing. To obtain the funding to support these poor unfortunates, the society's hierarchy goes on off-planet tours to collect contributions (for which the hierarchy receives appreciatively large compensations), which are highly rewarding monetarily.

Illegal Activities: Jerome Napier is one of the poor unfortunates. Even more unfortunate, as he is a man of good health, he has been selected as a victim for the society's darker activities. On this world, the transplanting of body organs from one person to another, or the use of artificial organs, is strictly forbidden (due to the doctrines of a religion that holds great sway among the planet's people and their government). Going off-planet for such an operation would still result in the confiscation of all personal assets and permanent exile from the planet. As is often the case on most worlds, the needy wealthy can covertly skirt around the forbiddance of such acts by going to the society to secretly receive replacement organs from chosen cold sleep victims who, thanks to contacts in bureaucratic agencies, simply disappear from all records. Jerome Napier is healthy, has few relatives, and is an unknown. He and others like him are prime victims.

Only the society hierarchy and their chosen henchmen are aware of this grisly operation. The larger society membership, that gives unselfishly of time and talents to tend to the cold berthers and society property (usually for a period of one to two years as a way of earning their own place in a cold berth), is unaware of the criminality of its leadership.

Jerome Napier. After checking computer records to be sure, he again apologizes for being of no help.

Society Complex Tour

Should the group make a request to look around, they are cordially invited to take a tour of the facility (with the exception of the offices). On sub level 1, the first subterranean level containing cold berths, the group is

shown a room where cold berthers are prepared. Tina, rather excited, tries to quietly point out a pile of discarded clothing. In it, she recognizes a hand bag as belonging to her father. Only the tour guide is with the group, so acquiring it unnoticed should not be too difficult. Jerome Napier's personal effects are inside, but no ID.

Computer Break-In

The group may try to examine the society's computer files to determine for themselves whether or not there is a record of Jerome Napier. This can be attempted by using one of the computer stations in the starport main lobby, as they are tied into a central network, as is the society's computer. To obtain any information in this way, the adventurers must first break the computer's secure codes.

To break computer secure codes:

Formidable, Computer, Int. Edu, 3 min.

Referee: A mishap indicates the unauthorized entry attempt is detected by compnet monitors. If this occurs, the person attempting the task is aware of the detection. If the group stays at the computer station for even a few minutes, security personnel show up to collect them. Treat this situation as you wish. The group may be lectured at length by local police, sternly warned, fined, jailed for one day, or anything you consider appropriate.

Several subjects of interest are discovered by sifting through the society computer records. Use the computer skill task roll from the Players' Manual for each subject below.

1) Jerome Napier is, in fact, not on record as a cold berth.

2) The society's honorary membership files include many key personnel in government and law enforcement agencies, and in starport administration. Positions held are noted in the files.

3) The Society of Hope owns another building about 25km distant from the complex, away from the direction of the city. It is listed as a storage facility.

4) There are currently 1128 people in long-term cold sleep under the society's care. The society complex will house 1296 cold berth units at capacity.

5) The Society of Hope holds assets in the billions of credits. The society hierarchy receives extravagant compensation for their fund raising efforts, primarily successful due to large donations from wealthy families.

6) The society is in the final preparation phase of a plan to build several new complexes on other worlds in the subsector.

Interrupted by Thugs

Sometime during the group's activities, they are assaulted by a number of thugs (determined by the referee, but their number should exceed that of the group, and they should have surprise), including the two who tried to

kidnap Tina. Armed with clubs, they try to injure and scare the group off of the investigation they are involved in. They are acting on Arthur Powers orders. Additional, similar encounters are at the referee's discretion.

Society Complex Intrusion

The players may attempt a night-time break-in of the complex to search for Mr. Napier. After a lengthy search of the 1128 occupied low berths, he is not found (he has already been transferred to the hospital). However, during their search, Tina finds in a pile of discarded clothing a

THE COMPLEX

The complex is a lavish building of recent construction. Only one level rises above the ground, which is used by the members involved in operating the facility. Below this level are six larger, subterranean levels where the cold berths are housed, 216 per level.

The Ground Level

(1) Entrance and waiting area. Newcomers and visitors await assistance here.

(2) Security office.

(3) Administration area. The outer room contains two clerk's desks. Two private offices are entered from here.

(4) Computer room.

(5) Head administrator's office. This is the office of Arthur Powers.

(6) Monitor room. Someone is always on duty here, monitoring the operating cold berths below.

(7) Lounge. This room is available to society members and also to families to say good-bye to those who have come for berthing.

(8) Kitchen.

(9-14) Staterooms. These rooms are available to society members when responsibilities keep them late or over-night.

(15) Storage/freight room. A large elevator capable of carrying a cold berth unit is located here.

(16) Electrical panel room. Though power needs are provided by public power supply, located here is also a small fusion power plant and hydrogen tankage to support 60 days operation, to be used in the event of a natural disaster or loss of power due to other causes.

(17) Garage. It will hold three vehicles of displacement size 2.

THE HOSPITAL

This building was previously a storage facility owned by the Society of Hope. It has recently been transformed into a small hospital for the society hierarchy's illegal use.

The Hospital

(1) Front entrance lobby.

(2) Operating room.

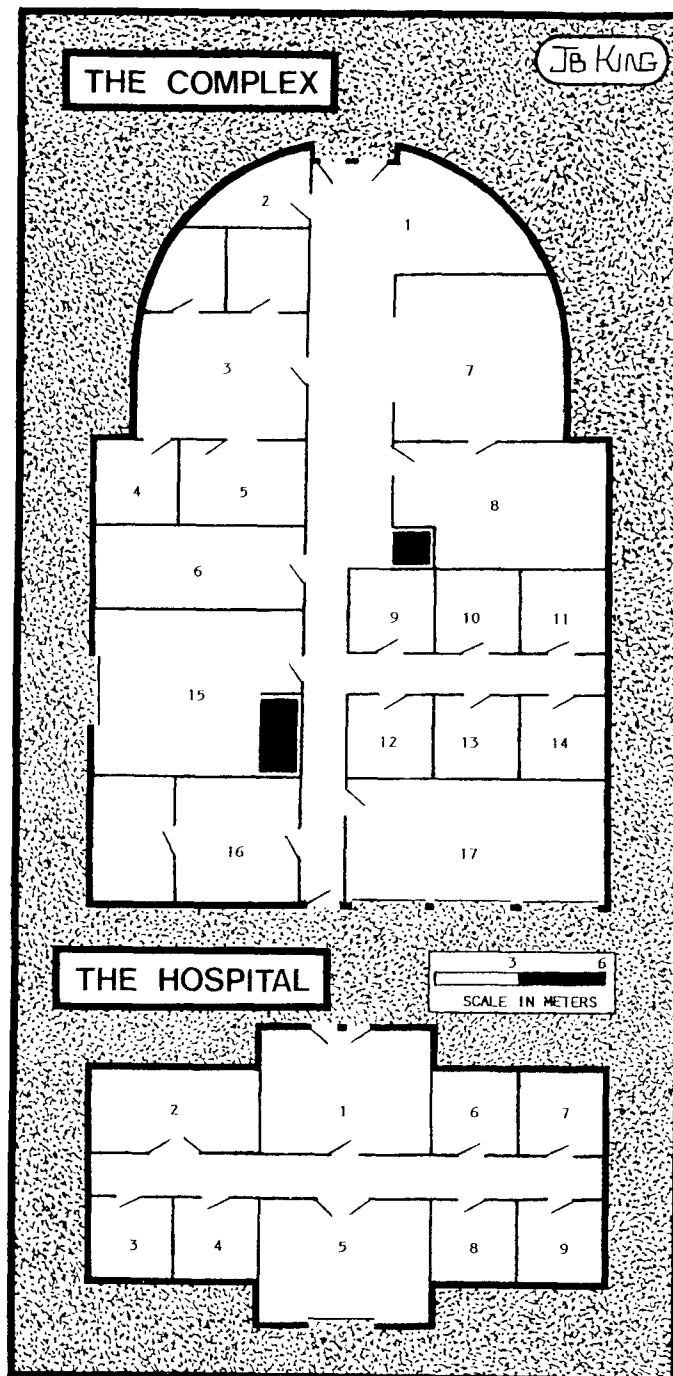
(3) Supply room. Utilities are located here, including

cleaning and sterilizing equipment.

(4) Office and records room.

(5) Storage room.

(6-9) Recovery rooms. While in these rooms, accelerated recovery techniques are applied on the patients.



carry bag that she recognizes as her father's (the bag may already have been found during an earlier tour of the facility). His personal effects are inside, but no ID.

At night there are six security guards on duty. One is always to be found in the security office monitoring images from cameras that are placed at all building entrances and elevator doors. Another is found in the monitor room monitoring the operating cold berths. The remaining four patrol the building and grounds on foot. The guards carry communication devices. If any trouble is detected, law enforcers are called.

Society Complex Surveillance

The players may choose to keep a concealed vigil to acquire some evidence or clues that will lead them to Mr. Napier.

To set up an unobserved surveillance post:
Difficult, Stealth, Int, Edu, 1 min.

Referee: If the task fails, the characters have been detected by someone in the complex, who calls the police. Enforcers arrive to question the group about their purpose for being where they are. Obviously, nothing can be gained.

If this task is successful, it pays off. In the late hours of the night a freight vehicle arrives at the complex's freight door. Attentive characters see a cold berth, powered by an attached portable generator, loaded into the vehicle, which then leaves.

Stop or Follow

The characters likely follow the vehicle, but they may even choose to stop it (not too difficult if a ground vehicle, much more so if grav).

To stop a moving vehicle:
Difficult, (Vehicle skill), Dex, 30 sec. (unskilled OK).

Referee: If the target vehicle is a ground vehicle, use the task roll above. If it is a grav vehicle, the task becomes impossible. In this case, the player vehicle must also be grav powered.

If the group follows the vehicle, it goes to the storage facility (hospital), where the cold berth is unloaded. If they succeed in stopping the freight vehicle, a firefight ensues with the driver and his two passengers. If the characters defeat the vehicle crew, they find that the cold berth does not contain Tina's father.

What course of action the players choose from here is up to them. As the vehicle was going in the direction of the society's storage facility, they should choose to check it out. When they arrive at the building, they find several vehicles already parked near its entrance.

Go to the Police

If the players decide to go to the police, it is entirely in

vain, unless they do so after seeing the late night removal of the cold berth from the society complex. The police do not agree to do anything until the characters have turned over any and all evidence they have gathered and have admitted to all misdeeds committed to get it. After signing sworn statements, the group is held while the police investigate. (If your players are a particularly cautious group, you may choose to allow the police to rescue Tina's father, thus ending the adventure.)

REVELATION

If the group chooses to investigate the goings on in the storage facility, there are two armed guards located at the entrance that must first be dealt with before the group can enter. If and when audible shooting starts, everyone inside who is capable (other than the armed men) panics and attempts to flee. Those who may be captured are a surgeon, two medical assistants, and an officer from the Society of Hope. While these people attempt to flee, two more armed men come to the aid of their comrades outside, or begin firing at the group from windows.

Once inside, the characters discover that the building has been transformed into a small hospital of sorts; this is especially apparent to those with medical skill. They also discover a patient who was apparently being prepared for surgery. On another bed, next to the patient, is Jerome Napier. Interrogation of captured suspects may reveal that an organ from Tina's father was to be transplanted to the patient, after which Mr. Napier was to be allowed to die.

If the group chooses to check out the storage facility before the possible actions outlined (such as surveillance), they happen to arrive as a cold berth containing Jerome Napier is being unloaded from a freight vehicle. Events from here should transpire similar to those above.

WRAPPING IT UP

When the proper authorities become aware of the society's operation, a massive, multi-agency investigation is immediately initiated. Several arrests are made within hours, followed by dozens more in the days to come, all of which are primarily the society's hierarchy and bureaucrats suspected to be accomplices. The government, at least for a time, will oversee the society's functions.

The government recognizes the value of the characters' deeds, and no legal action is taken against them for any illegal actions they conducted.

Cirandria now wishes to go home. She has learned much on this excursion, and realizes the folly in her decision to come here in the first place. She is ready to return home and claim what is hers, and to see to it that her brother gets what he has justly earned. Of course, she realizes that this could be a dangerous task, and that she may have need of skilled, capable, adventurous people to help her. Perhaps the player characters haven't finished their adventures with the baroness quite yet ●

HULL DAMAGE

Specified hull hits in *Traveller*
by James B. King

The pilot tensed nervously on the edge of his chair, waiting to see if the rapidly approaching vessel would fire on them. "Laser fire shoots toward you from the suspect vessel", the referee's voice rang out.

"Then they were pirates!" the pilot declared. He flexed his fingers apprehensively when he heard the impact of the dice on the table surface.

"You feel a slight shudder through your ship", the referee continued. Again the dice rolled. "Internal sensors indicate the hull has been hit, holing it, and your ship is now fully depressurized."

"Whew!" the pilot exclaimed. "Good thing we got into vacc suits, even if we didn't get the ship depressurized quick enough!" Then a sudden thought struck him. "Wait a minute. The entire ship is now totally decompressed?" he questioned. "There are bulkheads between all the major areas of the ship. One laser hit couldn't possibly decompress the entire hull..."

• • • • •

I must agree with the competent pilot above in questioning the damage definition for a hull hit from the *Traveller* Space Combat rules, which states, "A hull hit decompresses the ship's hull. Further hull hits have no effect." Actually, in the section "Special Situations", from the basic *Traveller* rules, the possibility of depressurizing individual ship sections is discussed. However, it still leaves referees

with a vague idea of how to handle this action during combat. Players using the *MegaTraveller* rules edition will find that the subject isn't even discussed in the starship combat section. Though this subject may not be considered necessary in large-scale campaigns using large vessels, I believe it has merit where the player group owns and/or operates a smaller vessel for which they are entirely responsible for all costs and repairs. So, using the starship hull illustrated as an example, I will suggest what I believe to be a realistic and reasonable way to more precisely handle hull damage.

The added mechanics are quite simple, as they involve only rolling a number of dice and adding the numbers to determine which bulkheaded section is holed. This is done for each Hull Hit damage result (basic *Traveller* rules). It will first be necessary to identify and number each bulkheaded section for the vessel in question. Keep in mind that all numbers that can be rolled must appear on the plan.

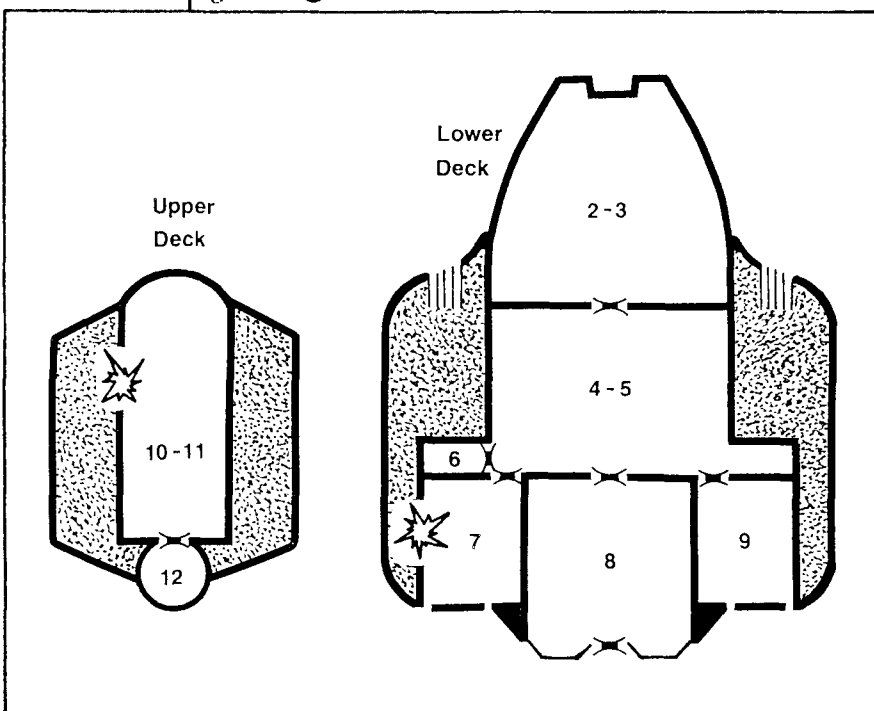
which will usually mean that the larger sections must be assigned more than one number. The number of sections will determine the number of dice required. Small craft would require only one die, where larger craft might require three or four dice. Also keep in mind that the lowest number that can be rolled must be the lowest number on the plan, determined by the number of dice used, such as a 3 if using three dice. For instance, on the vessel hull section plan shown, there are eight sections, so it will require the use of two dice (no interior walls or details are shown other than bulkheads).

When using this method, you will need to keep track of which sections have been holed. This can be done on the ship data sheet, but you may prefer a more visual record - using markers on the hull plan to indicate where a bulkhead has been penetrated. On the hull plan shown, markers indicate that sections 7 and 10-11 have been holed. The markers can be used to indicate other damage as well, such as the power plant or jump drive. In fact, the hull would first have to be penetrated before a beam or missile detonation could strike internal mechanisms or destroy cargo or ship's vehicles, which would also leave those sections depressurized.

Players using *MegaTraveller* rules would simply have to use logic and common sense to determine when a hull section has been holed, as Hull Hit is not included as a possible damage result.

Though a section can only be depressurized once (if it hasn't been done prior to combat), its bulkheads could be holed repeatedly. All hull penetrations should be recorded as all would require repair, either by the player characters themselves or at a port (the cost of which I can only guess, as I have seen no data to indicate the cost of such repairs).

By using this quick and easy method of specifying hull damage you can provide just a bit more realism and visual play to your gaming, both of which are enjoyed by most all gamers. ●



THE ANCIENT SCIENCE OF SHRINKING

Shrunken solar systems in *Traveller*
by Allan Hopkins

"Early this year, I was working with local assathin and aydin on an archaeological dig on l'helya which we had determined to be an Ancients site. After eakhau of gathering data about the site, my Aslan colleague, Fteali', and I were planning to close down our expedition and leave the system. However, we were contacted and encouraged to be involved in a new expedition in the same system.

"Apparently, Droyne astronomers stationed on the outermost planet of the l'helya system (2013 Ftaoiyekyu A4656H6-8) had discovered an octohedronal structure that followed a highly elliptic orbit, such as that of a comet, around a gas giant in the system. Anyway, Skadriyo, a social drone, contacted me via vidphone and asked me if we could lead an expedition to the mysterious, wandering hulk using our own ship. She promised that her oytrip would provide equipment and free collapsible fuel tanks for our research vessel, the *Tasilaferi*, if we agreed, which we did.

"On the day we left (51-3644), I participated in a ceremony involving coyns with the priestly leader and drones of the Othniss oytrip. Apparently, I got a coyn with a starship moving through space. Nisloth, a priestly drone, explained to me that it was the Voyages coyn. Well, I actually was going on a voyage. Now I wouldn't say that I'm superstitious, but I've seen a lot of coincidences with coyns.

"Following the ceremony, our expedition headed for the octohedron, which was in the outer gas giant's orbit.

"It was beautiful, a huge, cut sapphire floating in space. The object's dimensions were 2 kilometers in height by 1.47 kilometers in width and length. The ship's spectrometers couldn't tell us what substances made up the object's composition. However, the densitometers indicated the octohedron was hollow but contained other structures inside. Our sensors located multiple sources of energy but no indications of life. It was Virsoy, a droyne companion, who first suggested that the mysterious object could be the work of Grandfather. I recall that I really hoped it was.

"Being much intrigued by the data we had thus far gained, we launched a remote control dumbot for closer investigation. Through it we discovered an area on one facet that had no density at all, which we theorized could have been an opening that was protected either by a hologram or some sort of force shield. To find out, Styosei', the dumbot's operator, instructed the dumbot to fire a low-intensity laser at the area. It went through and even gave us the distance from the dumbot to the inside

wall! Styosei' guided the dumbot in, and learned that the inside was depressurized. On the bridge holo display, I could see a huge chamber filled with rows of floating bubbles at different levels, each with a light inside.

"Later, Fteali' and I entered the octohedron wearing vacc suits. As we studied the bubbles with our equipment, we came to the realization that there appeared to be an entire shrunken solar system in each bubble--planets and planetoid belts orbiting a central star! Our neutrino confirmed there was a fusion reaction occurring in each! And, to our amazement, the density of the tiny objects inside was beyond the ability of our densitometers to get a reading!

"When we finally left the octohedron, we did so with an unfathomable number of questions about the mysterious shrunken systems it contained, and also with a keen desire to return with another expedition."

-from "The Shrunken Systems of l'helya"
by RltaifoHeali' RaifeiLokhtafSalei, Aslan archaeologist
201-3644, *Galactic Honor Chest Magazine*

THE TECHNOLOGY OF SHRINKING

The shrinking of matter without reducing its mass is an outgrowth of matter transport and tractor beam technology. This process begins at experimental stages at TL 27.

To begin, the orbits of all subatomic particles are contracted. The superstring coils are tightened and compacted to the smallest size possible (superstrings in atoms are coiled like a ball of yarn). As the spaces between the molecules expand due to this process, the particles are matter transported and set back in the same pattern but in a much smaller area.

At TL 34, where entire systems could be shrunk, the Ancients used a series of program-linked, matter transport/tractor beam modules that were emplaced to surround a solar system. The process described above would then commence. Some of these octohedronal modules still exist in the Great Rift.

The shrinking process can be reversed and can even enlarge an object to a lesser extent. If shrinking is interrupted in mid-process, the object disintegrates.

SHRUNKEN SYSTEM ADVENTURES

Several adventure possibilities exist involving the octohedron. Most likely, the players would accompany the Aslan archaeologists on a return expedition to study the object. The expedition might find the still operational shrinking apparatus somewhere in the object, and, after trying to determine what it is or how it works, end up inside one of the miniature, enclosed systems. (Escape would require that a similar device be somewhere in the mini solar system.) Exploring the worlds inside could present many adventuring opportunities. Perhaps an Ancient city exists in the system, inhabited by Droyne. The expedition could be confronted by Ancient vessels enlarged from within one of the tiny systems, sent to fight off the expedition's ship, which is perceived as a threat.

The Aslan archaeologists are presented below, as they might be desired as NPCs.

Rltaifo Heali' Raifei Lokhtaf Salai (Scientist)
697BF9 Age 56 (Itahea) 5 terms Cr200,000

Archaeology-7, Linguistics-4 (Galanglic, Oynprith, Zhdant, Kray'luk) Tolerance-3, Communications-2, Vacc Suit-2, Computer-1, Liaison-1, JOT-1, Artisan-1, Sensor Ops-1, Survival-1, Trolikhaihte (laser pistol)-1, Carousing-1, Small Watercraft-0, Grav Vehicle-0

Rltaifo is an eccentric archaeologist who has conducted research in the Afawahisa, Ftaiyekyu, and Hlakhoi sectors for *Galactic Honor Chest Magazine*. She is co-owner, along with Fteali', her long time friend and colleague, of the *Tasilatei*, a 400-ton *Hkiyrerao* class researcher.

The romantic Aslan is a good artist, and she uses this skill in her field work to depict the activities of the culture being studied. With some instruction and training, Rltaifo often invites the locals to participate in her excavations. She is a "people person", which is one of the reasons she became an archaeologist - to learn how thinking beings lived throughout the ages. Besides writing articles for archaeological journals, Rltaifo also writes science fiction. For appearance's sake, Rltaifo is a chubby Fteirle with golden fur and green eyes. She weighs 130kg and measures 1.72m in height. She tends to dress gaudily.

Rltaifo has a pet named Khar'lit (Rascal in Trokh). The animal is a *hiasloatyalei*, a bat-like creature native to Tlaistole'. Rascal has an intelligence equal to a small monkey, and can say several phrases in Trokh, Galanglic, Oynprith, and Kray'luk. It can do a few tricks, such as retrieving things, but Rltaifo and her companions often have to chase after the little brown and white creature because it likes to collect shiny objects like coins, hand computers, watches, holo crystals, etc., for its "nest" (a liter box).

Fteali' Khuhi Yulif Tahe Ehtowi (Scientist)
9ABDF7 Age 56 (Itahea) 5 terms Cr130,000

Archaeology-7, Computer-2, Vacc Suit-2, Sophontology-2, Grav Vehicle-2, Tolerance-2, Physics-1, Chemistry-1, Gravitics-1, Psychology-1, Survey-1, Trolitakheal-1, JOT-1, Survival-1, Medical-1, Electronics-1, Linguistics-1 (Galanglic)

Fteali' is a quiet, mischievous archaeologist. Since childhood, the curious scientist has always wanted to know how everything ticked. The Fteirle is fascinated by the technology of different cultures, and the Ancients are her favorite. As she is interested in how sentient minds work, Fteali' tries to see how technology reflects its maker's personality.

Fteali' enjoys checking up on and maintaining the *Tasilatei's* G-carrier and grav cycles. She even uses her technical skills to play practical jokes. She is also an artist. The G-carrier aboard the research vessel boasts a mural of the crew of the *Tasilatei*, painted by Fteali' and Rltaifo.

For appearance's sake, Fteali' is a tall, slender Aslan weighing 99kg and measuring 2.2 meters in height. She has a grey mane, grey fur and blue eyes. ●



MILITARY DRESS IN 1889

For *Space:1889*: A look at the uniforms of off-Earth forces of world powers

by Glen Allison and James B. King

GREAT BRITAIN

The military dress of the British soldier is undergoing tradition-breaking change in 1889, as are the methods of warfare itself, due to the increased accuracy, range, and deadliness of modern weaponry. On Earth, the red coat and white helmet are on their way out, save for parade and ceremony, replaced by the khaki dress of a modernizing army.

But on Mars, the bright scarlet coat continues to enjoy its glory and colorful splendor, as well as the stirring effect it has on both humans and Martians. For the time being, the new realities of modern warfare, as painfully impressed upon the mind of the soldier in such campaigns as the Boer War, do not yet apply on Mars, as Martian adversaries have a lower technological capability. Tradition itself may play a part in the survival of the red coat. While observing Her Majesty's troops drilling in the field, Lord Dundas, the Governor of Syrtis Lapis, is recorded as saying, "The scarlet coat looks more at home on the red soil of Mars than it does on the soil of our beloved Britain."

Though this may be, the new khaki service dress has been issued to some units of the Queen's forces on Mars. The khaki uniform is the standard service dress worn by the Queen's troops stationed at the British Enclave on the Victoria Plateau on Venus.

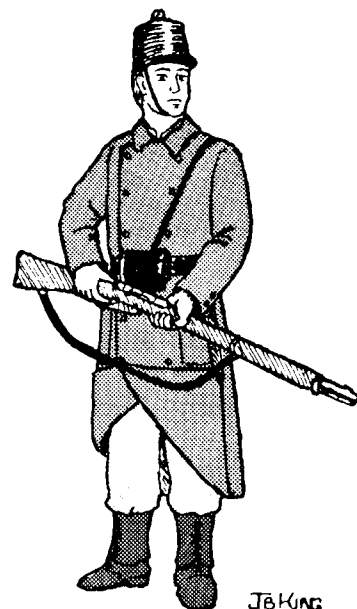
The uniform with the scarlet coat includes dark blue trousers, black boots and short leggings, white leather belts and accoutrements, and white helmet.

BELGIUM

The military dress of King Leopold's forces on Mars reflects the ancestral ties the Belgians have with the French, as their uniform is quite similar to their European neighbor.

Control of the Great Coprates Rift Valley currently lies firmly in the hands of Belgian soldiers, who maintain that control with an iron fist. The Belgians have managed to make the long blue coat of the Belgian colonial soldier the most feared and hated sight in the region.

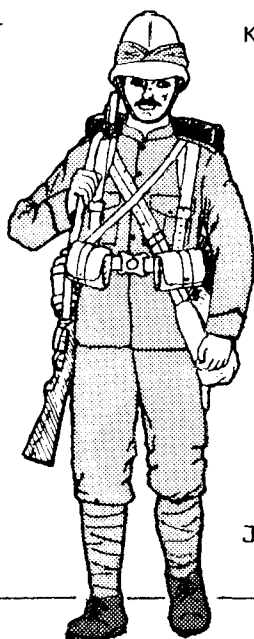
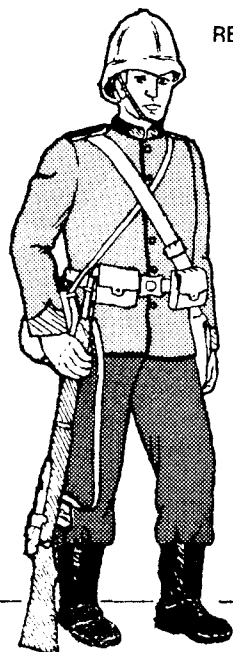
The Belgian uniform includes a double-breasted, dark blue long coat, light blue trousers with red piping, black belts and accoutrements, black boots, and narrow-visored black cap topped with a red pompon.



J.B. King

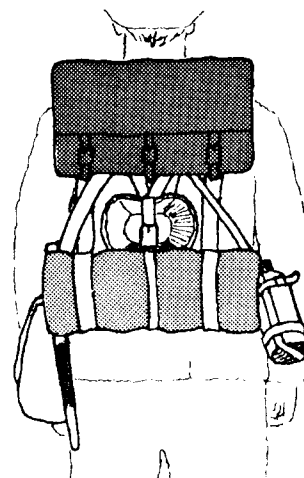
RED COAT

KHAKI



J.B. King

Field service equipment consists of a belt and harness which supports, on the back, a leather valise containing the field kit and 20 rounds of ammunition. Below this is the mess tin and rolled greatcoat. Suspended on the waist belt in the front are two 40 round ammunition pouches. On the sides, supported by cross-belts, are a haversack on the left hip and a water canteen on the right. The bayonet scabbard is slung from the belt on the left side.



FRANCE

French soldiers are in force only in the Idaeus Fons region on Mars.

French dress consists of a dark blue, double-breasted long coat, red trousers (some colonial troops wear white trousers), red cap with gold piping and black visor, and black boots, belts, and accoutrements.



FRENCH MARINE

GERMANY

Though the German presence on Mars is meager compared to that of Great Britain, limited mainly to a few trade stations, soldiers are still stationed in the Western Dioscuria region for their protection. However, the greatest bulk of German forces off Earth are stationed in the German *Venus Kolonie*, located largely in and around the capital of Venusstadt.

German dress consists of medium blue uniform with red piping, black belts and boots, and spiked, reinforced leather helmet.



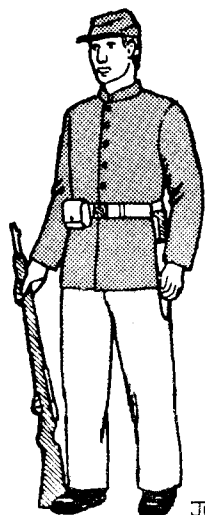
Ja King

GERMAN

AMERICA

Unlike other Earth powers, America has not stationed troops on Mars to establish control of colonial regions on those planets. Rather, small contingents of marines are stationed with the numerous diplomatic legations to protect American citizens. The largest such contingent is stationed with the legation at Syrtis Major. Though Americans are quite numerous on Venus, no troops are stationed there.

American marines wear a dark blue coat and cap (officers' coats have black horizontal stripes across the front), sky-blue trousers, black boots, and white belts.



JB King

AMERICAN

FRENCH INFANTRY

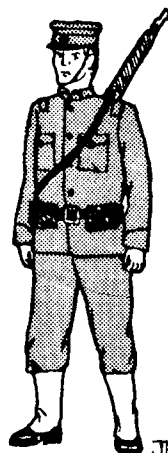


Dezoon

JAPAN

A small contingent of Japanese soldiers is stationed in the Euxinus Lacus region on Mars. It would appear that the soldiers are present, more than any other reason, to simply have a visible presence along with other influential powers of Earth.

Japanese dress consists of a dark blue uniform with white leggings, and is modeled after European uniforms.



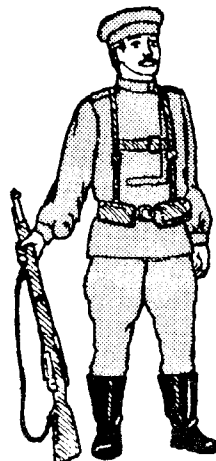
JB King

JAPANESE

RUSSIA

Russian troops are present in force in the Hecatus Lacus region on Mars. Considering the success of the British colony on the red planet and the competitive ambitions of these two powers, it is likely that Russian soldiers will become more numerous.

Russian dress consists of green, loose fitting cal-tan with concealed buttons, rather like a double-breasted tunic.



JB King

RUSSIAN

BEYOND THE LOOKING GLASS

Alternate universes in RPG campaigns
by Jerry Campbell

Alternate universes: places "just next door" of unlimited possibility. Worlds where history is changed a little, where history is changed a lot. Heaven, Hell, Wonderland, Oz, Barsoom; the list could go on almost endlessly. The idea of parallel or alternate universes or timelines is older than science fiction and at least as old as fantasy. It is a plot staple in science fiction that, off the top of my head, more than a half-dozen top writers have used to good advantage. In the genre, the idea of travelling to an alternate reality for a plot gimmick is at least as prevalent as space ships. Yet science fiction gaming seems to have, with one minor exception I know of, passed it by. This is not all that hard to understand, as the sheer wealth of various ideas and theories can be quite intimidating to someone seeking to codify them for gaming use.

So how does the enterprising referee send his or her unsuspecting players outside of an "official" universe as it is presented by the game's publisher, while still being able to say that they're playing that particular game? The basic method isn't all that different from setting up a game or campaign within the "real" universe. First off, you as referee should have the initial destination at least semi-fleshed out. The niftiest crossover gimmicks will probably be wasted if the players don't know any more about their surroundings than what the referee can busily create as they go. More on this subject later. The second order of business should be devising a plausible method of getting your players "next door". This step is actually a two-parter. First is the actual method used for the crossover. Second is how the players managed to become interactive with it. In other words, what got them there and how did they get involved with it in the first place. Let's take a look at this in more detail.

THE GIMMICKS

In science fiction (and fantasy) there seems to be about five basic ways of getting from one universe to another. These gimmicks are noted below, along with a few authors and books that deal with them.

1) Machine: Robert A. Heinlein; *Time Enough for Love* and most later works. H. Beam Piper; *Lord Kalvan of Otherwhen*, various "paratime" stories. Poul Anderson; "Phoenix Inn" stories.

2) Beams: Christopher Stasheff; *The Warlock in Spite of Himself* series. Anne McCaffrey; *Decision at Doona* (actually, this book used a VERY long range transporter).

3) Psionics: The "Warlock" series mentioned above.

4) Magic: *Alice in Wonderland*. L. Sprague DeCamp; *The Unbeheaded King*. Brian Daley; *Starfollowers of Coramonde*.

5) Oops: (I've given this name to any of several non-technomagical means of being sent "next door" unintentionally.) Robert Heinlein; *Farnam's Freehold*. L. Sprague DeCamp; *Lest Darkness Fall*.

ALL ABOARD

What are some gimmicks to use on your players? We now have some basics, here's a few ideas for specifics you might try:

Lucky(?) Shot: Anything goes here. It can be as sensible sounding as, say, two scientists, working on separate theories, swap notes and hit upon a way to "go next door". They might use the players as unwitting (or maybe even willing) test travellers. Or, it can be as far-fetched as getting sent via a tornado.

Ancient Artifact: Usually best done using machine transport (possibly a 4WD, Transuniversal ATV) or a beam ("I only touched that button and, POOF, there went Bob!")

Magic Spells, Portals, Etc: Okay, so "magic" is often a matter of sophistication or perception. Be that as it may, the name does work well for psionics. It is just possible that it could be good old fashioned - magic.

Recruited: The players run into someone else who has the ability to "go next door". This person wishes them to accompany him. Now, whether or not the players *want* to go along may or may not be open to debate.

NOW THAT WE'RE HERE...WHERE ARE WE?

Your intrepid adventurers are now on their way--but to where? What is so different about this alternate universe? Any referee worth his or her dice bag will have done at *least* a moderate amount of detailing to the new universe, with the particulars focused on the actual location the players will arrive at. What ever you do, make *sure* you have your facts in order. This is particularly so if you are intending to run your game in any well known fictional setting (such as Barsoom, Oz, The Foundation, etc) or pseudo-historical (the Confederates won, the Axis won, Rome vs Rome, etc.) backgrounds.

Making changes to a game's "official" background universe with its copious amount of material can also be quite entertaining. This is particularly true when the referee doesn't present the crossing to the players as anything unusual, at the outset, leaving it to the players to figure it out through their adventures. This gimmick works best with those players that are familiar with that background universe. Otherwise, they might never catch on that something's not right, which, eventually, is the whole idea.

Using the universe of GDW's *Traveller*, some examples for small changes are: Strephon hasn't been assassinated (attempt foiled or not tried); The Imperium lost the 5th Frontier War; Terra is long dead prior to jumpspace travel developing there; The "Ancients" didn't die off entirely or revert to low-tech Droynne; "Where's my _____ (pants, wallet, ... starship ...)?"

If your players are to acquire "next door" travel ability that will allow them to more or less freely change universes, set up some definite limits on where/when they can get to. Decide, in advance, whether or not they'll be able to move freely between geographic and/or stellar points. In other words, must players who leave, say, Salem, Oregon wind up in what amounts to the same geographic location in an alternate universe? The other option is to allow travel to other universes *and* non-corresponding planets. What ever you decide, allow the players to discover it through the normal means (patron, experiment, etc.), not by "edicts from the ref". ●

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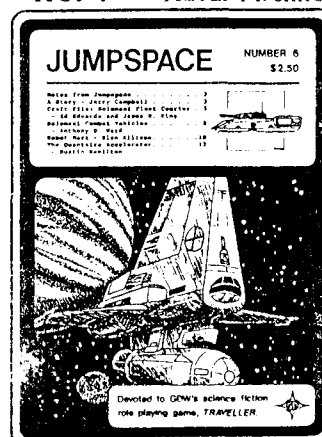
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